

AJ Austinson

Developer with a design background

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Lead Developer @ Supply

October 2017 - March 2018

I worked with the designers at supply to bring to life a creative web-based tool written in React & Redux. My role was to lead the front-end effort of the project. In the early days this meant quickly iterating and prototyping along side the design team. As we progressed it included managing and leading a small 4-person team of developers.

Interaction Designer & Creative Developer @ Ziba Design

August 2016 - September 2017

Since rejoining Ziba last year I've primarily worked with an enterprise software ecosystem & design language for an international shipping company. My time has been split between adapting their existing design language for new features and working with their engineering organization to implement improvements across the platform. From a technical standpoint, this project utilizes a custom cross-platform mobile framework built in Xamarin.Forms. In addition to creating and maintaining platform features I occasionally act as liaison between our design team and the engineering managers within the client's organization.

Software Engineer @ Synapticats

January 2015 - January 2016

While at Synapticats a second time, I worked with a large sports company on a well known mobile app with millions of daily active users. This experience showed me first hand the challenges found in scaling a software product to account for such broad user base.

Freelance Software Consulting

February 2014 - January 2015

I've always been interested in making video games for a living and in 2015 I took a year to mix freelance work with making a game. I did a lot of experimentation and learning, but ultimately decided that I prefer the collaboration that comes with working full time with a team. Also during this year I gained an even greater appreciation for project managers and got a fair amount of experience prototyping in WebGL.

My contract work during this time was divided into two sizable projects. First, I was lead designer & engineer on a project for a major financial company. My role was to take an app through concept, design, prototype development, and user testing. Second, I was lead designer for a team tasked with creating a design language for a wireless power distribution box configuration tool.

Software Engineer @ Synapticats

September 2012 – February 2014

My time as a Synapticats Engineer was an incredible learning experience. I had the opportunity to be part of several major app launches involving many, many users. Having the time to focus on learning the ins and outs of iOS allowed me to become a more efficient & experienced engineer. In addition to client work, I lead the concept, design and development for the game Wordrop, which was released by Synapticats in 2013. While not financially successful, it has warmed my heart throughout the last few years to read reviews of people who enjoy the game.

Interaction Designer @ Ziba Design

May 2010 – September 2012

At Ziba I played a jack-of-all-trades designer while occasionally doing development work creating prototypes. I worked with the Interaction Design group to show how prototyping and technical knowledge can be of great value to a design team.