Randy Cole

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512 963 6388
Phoenix, AZ

iOS DEVELOPER

GitHub: www.github.com/R-Cole
LinkedIn: www.linkedin.com/in/randy-cole/
Developer Portfolio: www.rcoledev.com
Graphics Portfolio: www.rcoledesign.com

iOS focused developer skilled in producing clean, testable code. Detail oriented and an effective problem solver. As a team member I will bring my enthusiasm and full skill set to any projects with which I am involved.

SKILLS

- iOS Development: Swift, SwiftUI, SpriteKit, SceneKit, ARkit
- Web Development: JavaScript, React, Vue, Node.js, MongoDB, Heroku, Netlify
- Tools: Xcode, iSO App Store submissions, VS Code, GitHub, Trello, Excel - Excel VBA, MS Office
- Design: Blender, Adobe CS: Photoshop, Illustrator, After Effects, Premiere

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RECENT PROJECTS

Food Scrap Recycling Truck — Kids educational app for Client built using Swift, Spritekit, Xcode deployed on App Store

Good Glue Website — Catalog & Shop website for Good Glue built using React deployed with Netlify

Posty-Post — Notes web app built with React deployed on Heroku

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EXPERIENCE

Financial Processor @ Vanguard   Aug 2020 - Present
Update user accounts via digital requests. Built Excel macros to assist in processing/training.

Incident Report Analyst @ TransPerfect   Aug 2019 - Aug 2020
Preparing/Normalizing Excel reports from Relativity db. Developed Visual Basic macros to perform advanced data comparisons and normalize data saving hundreds of hours of manual editing and review.

Contract Full Stack Web Developer @ Royal Experience   May 2019 - Aug 2019
Worked as a contract full stack web developer working with Vue for an early stage startup company bringing a product to market.

Owner | Developer | Designer @ Good Glue   Jan 2009 - Ongoing
Good Glue has published over 40 iOS game apps for the Apple iPhone and iPad platforms
- Developer, designer, production and quality control on all of the Good Glue apps
- Finalization, Deployment and Maintenance of application files for publication to the Apple app store platform

Lead Animator @ Flat Black Films   Jan 1999 - May 2012
Worked as a lead animator with a team of animators on feature films, short films, television ads and music videos.
- Design, animation and export of 2D hand drawn animation sequences using 2D animation software & special effects
- Managed teams of animators overseeing training, quality control and output of frames to 35mm film
- Consultation on valuable feature requests for proprietary animation software

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EDUCATION / CERTIFICATION

Full Stack / Engineering Immersion Program @ Thinkful - Full-time online coding school program   Oct 2018 - May 2019
- Reviewed industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, jQuery, Node.js, Express, React, Redux, Algorithms & Data Structures.
- Created and deployed mobile-first applications while learning new languages and frameworks by collaborating several hours a week with a senior web developer

Fine Arts Major @ The University of Houston - Sculpture, Design & Painting