

Tyson Frederick
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www.tysonfrederick.com

Designer & Developer - Android and Web, Sketch and Adobe Master Suite

I am a software developer and designer in mobile (Android), web (HTML5/CSS/Ruby), and gaming (Unreal Engine 4, Unity 3D, and Gamemaker). I take pride in being a hybrid developer/designer. Both fields are essential to my life and to technology projects, though opposing in theory. I am eager to start my career in the San Francisco region with an employer involved in mobile, education, gaming, computer vision, and/or knowledge/information. I received my Master of Fine Arts in Digital Media/Art in Technology at San Jose State University, 2014. I have designed and developed the following projects, documented in detail with screenshots and Github links at www.tysonfrederick.com:

UI/UX/Video/Motion/3d Modeling - Sketch, Photoshop, Illustrator, Premiere, After Effects, Unreal Engine 4, Blender - Multiple wireframe and high fidelity, pixel perfect, mockups from several projects, vector grayscale/color logo creation; user profiles/use cases/edge cases. Collegiate level professor of Digital Media (San Jose State University); original mobile and web design w/ subsequent development in HTML/CSS/XML; animation and text captioning in UE4 and After Effects; 3d modeling with Blender; CMS (online classes/grad job in web); familiarity/beginner experience with InVision and Avocode.

Java/XML - Android Studio - Material Design 5.0 - Sunshine Weather Deep Blue and Light Green Apps (on Google Play Store/Github; links at www.tysonfrederick.com), Firebase Realtime Chat App, Firestore Review App, Google Maps API/StreetView Apps, Udacity Toy Apps, etc.; all done in Material Design 5.0: implementations include list and detail views with fragments (RecyclerView/adapters/data binding), third-party REST-ful JSON API interaction, preferences/extras, intents to native components, the app lifecycle, manifest/gradle/min sdk targeting, SQLite and noSQL storage, push notifications, etc.

UI/UX/Development - FoodShare Mobile and Web Platform - Geo-locative services and tracking platform bringing unused food to those in need; doing all aspects of product, design, and development from idea to MVP to version 1.0, includes UI/UX mobile and web material design, Android development, advertising and marketing content, SEO, analytics, customer outreach, and Kickstarter draft project. The current website can be found at www.foodshare.co. See my detailed FoodShare portfolio page.

Objective-C - Native iOS Apps: An object-oriented, "matching" playing card game: MVC w/ design patterns, storyboards, pointers, and getters/setters. Self-taught w/ open online Stanford course cs193p.

Ruby on Rails - Responsive Web - A social media, Twitter-like, web app using Linux/Ubuntu/SublimeText 3, Git(hub). MVC, REST, LESS/SCSS via Bootstrap 3 layout/grid system/fragmentation/views. Includes (un)following, AJAX, SQLite3/PostgreSQL storage and bcrypt authentication.

UE4/Unity 3D - Games/Simulations in Unity 3D, Unreal Engine 4, Source SDK, and Gamemaker: Components, game objects, 2d/3d modes, colliders, lighting, rigidbodies, parents/children, and scripting. C#: physics, player, pickup scripts.

Processing 2.0 (Java) /Adobe Flash 6 - "Sketches" producing HQ video/image and executable/web apps with data visualization and computer vision. Classes/libraries, importing data files, array storage, and drawing polygons/lines/points. Use of ActionScript 3.0 and processing.org java-based language.

I've been an Associate Professor in Art 74: Introduction to Digital Media (online) at SJSU. The curriculum was Adobe CS6 Photoshop, Illustrator, basic HTML/CSS/WordPress, an intro to Flash (AS3) and Processing.org. I've held eight exhibitions in well-known public galleries/spaces. My digital, algorithmic, and interactive works consist of Unity 3d, Flash, Processing, Ableton Live 9.0, MAX/MSP, and Microsoft Kinect (computer vision). I am a member of Phi Kappa Phi, an honorary academic society, and have worked multiple, graduate-level, academic jobs in IT.

I am passionate and challenge problems. I constantly research and learn as an avid technologist, self-teacher, and collegiate-level educator in digital media. My interests include outdoor sports, social gatherings, gaming, research, reading, and exploring the Internet.