Randy Cole

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Phoenix, AZ

Designer | Developer | Illustrator | Animator

Design Portfolio: https://www.rcoledesign.com
Developer Portfolio: https://www.rcoledev.com

Designer/Developer with a wide array of design experience in digital and print, packaging, animation, photography, and video editing. My career focus has been graphic design, illustration and animation. In the past several years I have branched out into app and web development. Very experienced with computers, software and general technology. Great problem solver, creative, well organized, and detail oriented. Always seeking knowledge and a fast learner. Participated in teams, managed teams and really enjoy collaborative work. Disciplined, goal oriented and capable of working independently/remotely. I always bring my enthusiasm and full skill set to any and all tasks large and small.

SKILLS

SOFTWARE: Expert with Adobe Creative Suite, VS code, Xcode, Google Docs, MS Office, Mac OS/Windows OS
DEVELOPMENT: Javascript, React/Redux, Vue/Vuex, Node.js, Express, MongoDB, SQL, iOS, HTML5, CSS3
PROFESSIONAL: Teamwork, communication, project management, teaching

EXPERIENCE

Contract Web Developer   2019 - Present
Working in a contract role as a full stack developer for a small Startup
- Front end UI/UX
- Wireframing

Designer | Developer | Owner @ GoodGlue   2009 - Present
GoodGlue currently produces and publishes iOS apps for the Apple iPhone and iPad platforms.
- Design and animation of app artwork, production of audio narration and sound effects
- Developer, producer and quality control for all of the GoodGlue app titles
- Design and adapt branding for all GoodGlue websites and promotional materials

Lead Animator @ Flat Black Films   1999 - 2012
Animation projects included music videos, indie short films such as "Grasshopper" by Bob Sabiston, "The Five Obstructions" by Lars Von Trier, major studio features such as Richard Linklater's "Waking Life" and "A Scanner Darkly" and national and international ad campaigns with clients such as Charles Schwab.
- Design, animation and export of 2D hand drawn animation sequences using 2D animation software & special effects
- Managed teams of animators overseeing training, quality control, scheduling and output of frames to 35mm film
- Consultation on valuable feature requests for proprietary animation software.

Art Director | Designer @ Bader's Dutch Biscuits   1995 -1998
Bader's Dutch Biscuits produced baked goods and candy products supplied to national grocery store chains such as Target, Costco, Sam's Club and the Albertsons subsidiaries.
- Designed, illustrated and produced digital and printed product designs, photography and promotional materials
- Managed the production of all labelling, packaging and printed materials
- Design, adapt branding and work within branding guidelines for affiliate distribution companies

EDUCATION

Full Stack Web Development / Engineering Immersion Program @ Thinkful   2018 - 2019

Fine Arts Major @ The University of Houston