Alex Rummel

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2911 Euclid Avenue, Cincinnati, Ohio 45219

Education

University of Cincinnati
Class of 2025

BS in Communication Design

Minor in Computer Science

Participating in the Professional Practice Program, alternating semesters of classroom study with work in the field of design

South Haven High School
Class of 2020

Awards/Recognitions

University of Cincinnati

Cincinnatus Scholarship, UC National Outreach Award, Sallie Baldwin Endowed Graphic Communication Scholarship, Dean's List for five semesters

Skills

User interface (UI) design, prototyping, and development, user experience (UX) research and design

Fluency in programming languages JavaScript, HTML/CSS, React.js, React Native, Swift, PHP, Java, C++, C#

IDE software (Xcode, Unity, VS Code)

Design software (Adobe Illustrator, Photoshop, InDesign, Dimension, Premiere Pro, Audition)

Prototyping and iteration software (Adobe XD, Figma, Miro)

Project management tools (Atlassian, Trello, Git, GitHub, Bitbucket)

Design research and process

Domain registering and website publishing with FTP, cPanel, phpMyAdmin, SQL

iOS App Store and Google Play publishing

Work Experience

Live Well Collaborative | UX Design Research Co-op
May 2023–August 2023 | Cincinnati, Ohio

- Worked with two small teams on client projects to research service design problems, interview stakeholders, and design all-encompassing solutions
- Designed and moderated innovative co-creation sessions and presented outcomes to industry professionals and executive leadership teams
- Led the effort to create a new payment model for an older adult home service provider using a self-built Excel program to simulate real fiscal outcomes of transitioning stakeholders from each category that assesses both equitability for stakeholders and profitability for the client organization
- Using UX research and equity considerations, created a new billing formula for stakeholder bills that requires less labor to process and generates an estimated 2% more revenue for the client organization

Kinetic Vision | Virtual and Interactive Solutions Co-op
January 2022–December 2022 | Cincinnati, Ohio

- Collaborated on a small team developing VR/AR experiences and web-apps for internal use and enterprises across the world
- Wrote code and designed features and animations for applications across a wide range of platforms including iOS, Android, web browsers, and XR
- Served as lead developer for two React.js projects, made responsible for coordinating code design and structure, communicating progress to clients, conducting code reviews, and creating and packaging deliverables

National Blueberry Festival | Contract App Developer
May 2021–August 2021 | South Haven, Michigan

- Responsible for UI design and development of an app as part of a two-person team to replace paper brochures, allowing festival attendees to browse a live schedule of events, view an interactive map of event locations, and receive notifications and festival announcements
- Across two festivals, received over 3,000 app downloads across the Apple App Store and Google Play Store, breaking into the top charts for reference apps

Spencer Manufacturing | Full-Stack Developer Intern
June 2020–August 2021 | South Haven, Michigan

- Worked as a UI designer and full-stack developer on a two-person team that created an app to track employee hours, manage projects, break down hours spent on hundreds of tasks, and create chatrooms and issue loggers for each project, eliminating paid subscriptions used for management
- Migrated existing company website from WordPress and programmed a new site with lower load-times, re-imagined themes, and an integrated web app for clients to create their own apparatus and generate estimated drawings

Activities

South Haven High School Robotics Mentor | 2020–Current

Ignite Institute Robotics Team Mentor | 2022

N.E.R.D.S Robotics Team Volunteer Coach | 2020–2021

Bangor High School Robotics Mentor | 2019–2021