

CONNOR MCCLANAHAN

UI/UX | APP DEVELOPMENT

CONTACT

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SUMMARY

UI/UX Designer and App Developer with experience in delivering cross-platform solutions and standardized mobile interfaces, specializing in user-centered design and front-end development. I'm also a strong communicator, able to bridge the gap between design and development.

EDUCATION

2021 - 2025
Fontys University Of Applied Sciences
Bachelor ICT Smart Mobile 7th Semester

PERSONAL PROJECTS

Fontys FitPhone

Jun 2024 - Feb 2024

- Worked with Fontys minor psychology students
- Created and uploaded an app to all stores.
- Researched and implemented systems to help young people reduce their phone usage

Kahuna

April 2023- April 2023

- Used Swit to create a weather app using Buinradar API
- Designed with Figma IOS design.
- Researched information about beginner surfers.

SKILLS

- UI/UX
- UX Research
- Full Stack
- App Development
- Figma
- Vue.js
- Flutter/Dart
- iOS Development
- React
- JavaScript

WORK EXPERIENCE

Internship Motivate.nl

Feb 2024 - Jun 2024

- Led full-stack development of instruction management system using Vue.js for manufacturing environments
- Developed responsive mobile-first interfaces with enhanced PDF viewer and multimedia support
- Implemented TWI methodology into digital workflows with multi-level approval systems
- Integrated legacy systems
- Conducted user research across 3 plants, gathering requirements through interviews and observations

Urban Sports

May 2023- June 2023

- Researched information about urban sports impact tracking.
- Worked with Urban Sports Center to create a mobile app for their impact tracker.

Petica

September 2022- December 2022

- Worked with a company based in Tilburg.
- Made a simple recommendation JS quiz to find the best pets for people
- Researched in depth about different animals and their fit with users