



Colby Ludwig

Software designer + developer

Edmonton, AB

I'm a software designer and developer who's passionate about creating intuitive, helpful, and impactful user experiences. I've worked primarily with the web since the mid 2000s, and have built everything from small static marketing sites to major features for an internationally-used education platform. I'm passionate about making technology accessible and easy to use for everyone.

Experience

2D Developer

Normal VR

Mar 2017 - Present

I've worked across the stack at Normal to help deliver a variety of full-fledged VR experiences to users. From development of backend services powered via tech like App Engine & AWS Lambda, to design and development of client-side apps for getting users in and out of VR, to developing key 2D UI elements in Unity, I've worked on every dimension of nearly anything flat at Normal.

Front-end Web Developer

Showbie, Inc.

Feb 2015 - Mar 2017

I worked with the web team at Showbie to bring their full-featured web app to life. Working with Ember.js, I helped develop the app from the ground up, contributing to a wide variety of areas and features including document annotation tools, localization infrastructure, and responsive UI and animations.

Front-end Web Developer (Intern)

Lift Interactive

Aug 2013 - Mar 2014

I worked with Lift on a variety of web-based projects, both client-facing and internal, including front-end web development for Django-based applications, CMS-backed client marketing sites, and

Projects

Aux.am

In my free time, I've been building an app for iOS and Mac that lets you jam along with your friends (remember Turntable.fm?), powered by Spotify. It's slated to come out sometime in 2018.

static Jekyll-based sites.

Skills

React + Redux

Ember.js

Electron

HTML5 + CSS3 + JavaScript (ES6/7, etc)

Sass/SCSS

Ruby

Python

Git

Contact

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