

Andy Cochran

DESIGNER, OPEN-SOURCE DEVELOPER, CIVIC TECHNOLOGIST

I design and build software that's well crafted, accessible, and easy to use. I believe that technology can improve the world through transparency and collaboration. I modernize government development practices. And I regularly contribute to open-source libraries which further standards, security, and reliability.

Nava PBC October 2020–present

As Senior Designer/Frontend, I design services and build software that makes government services simple, effective, and accessible to all. I previously led a scrum team on Massachusetts' Paid Family and Medical Leave program, and currently am Design Lead making Grants.gov and the grantmaking experience more easy and equitable.

NYC Planning Labs July 2017-2020

As Director of this division of the New York City Department of City Planning, I led a team that embraced progressive civic tech values including open technology, agile development, and user-centered design to build impactful products with NYC's Urban Planners.

The Linux Foundation 2019-2020

As a Design Consultant on a small cross-functional team (of two), I provided UI/UX expertise and front-end development to reimagine and rebuild The Linux Foundation Events website.

New York City Council 2015-2017

As the Lead Designer and Developer of NYC Council's Digital Strategies Division, I implemented Speaker Melissa Mark-Viverito's plan for digital inclusion and open government.

OpenPlans 2008-2015

As Design & Creative Director at OpenPlans (a non-profit civic tech incubator), I contributed open-source code to web apps, collaborative mapping services, real-time transit trackers, multimodal trip planners, geospatial software, and other civic engagement tools.

Circle at Seven Studio, Inc. 2003-2008

At this boutique agency, I specialized in high-quality design for non-profit organizations, managing the entire process from initial client contact, estimates, and proposals through production, delivery, and invoicing.

Louisville Magazine 2001-2003

As Assistant Art Director of this monthly regional magazine, I designed editorial and advertising content as well as supplements, media kits, and other affiliate publications—such as playbills and newsletter for Actors Theatre of Louisville.

Maryland Institute College of Art 1999

Bachelor of Fine Arts, Cum Laude, Minor in Art History

UI, UX, CSS, Sass, HTML,
Git, JavaScript, Ember.js,
Web Mapping, Mapbox GL,
Carto, Leaflet,
WordPress/PHP, Web
Accessibility, CISC,
Photoshop, Illustrator,
Brand/Identity, Typography,
Agile Methodologies

Certified Professional Scrum Master

I have over 15 years of experience in applying the Scrum framework to teams of various size, skill sets, and delivery schedules.

Foundation Yetinauts 2015-2020

I was part of the select group of core contributors to Foundation for Sites dubbed Yetinauts. With direct write access to the Foundation codebase, we supported and encouraged a community of 1000+ developers and guided the evolution of the web's most advanced responsive front-end framework.