Joel Southall

Web & Software Developer · Designer · Technologist · Storyteller Springfield, OR · joel.max.southall@gmail.com · (541) 286-0093 Portfolio: greatlynxdesigns.com · GitHub: github.com/Vexmage

Professional Summary

Creative full-stack developer, designer, and storyteller with a strong foundation in .NET and front-end technologies. I specialize in building culturally grounded, user-focused tools for small businesses, nonprofits, and public sector organizations. Skilled in ASP.NET Core, React, WordPress, Firebase, and UX/UI design. My background in philosophy, journalism, and Indigenous community work informs a human-centered approach to software development and digital storytelling.

Technical Skills

Backend / Full Stack:

- C#, ASP.NET Core MVC, Web API, Razor Pages, Blazor Server/WASM
- EF Core, ADO.NET, Identity, SignalR
- SQL, MySQL, SQLite, Firebase, MongoDB, MariaDB

Frontend / UX:

- JavaScript, React, React Native, HTML/CSS, Bootstrap, Next.js
- WordPress (custom themes & site builds), Squarespace
- UI/UX Design, Accessibility, Information Architecture
- Adobe Photoshop & Illustrator, Canva, Inkscape, GIMP

Dev Practices & Tools:

- Git / GitHub, REST APIs, Agile Workflows, Technical Documentation
- Testing: xUnit, nUnit
- CMS Customization, SEO, Copywriting, Copyediting

Creative Tech / Other:

- Adobe Animate, CreateJS, TweenJS
- Unity (basic), Godot (basic)
- Email Marketing (Mailchimp, Constant Contact), Visual Branding

Education

Lane Community College — AAS in Software Development

Springfield, OR · 2024 · GPA: 4.1

Emphasis: full-stack web development, database systems, software lifecycle

Certificates — Lane Community College

- CPC in Database Specialist (2024)
- Front-End Web Development (2023)
- 1-Yr Certificate in Web Design / Media Arts (2022)

University of Oregon — MA in Philosophy

Eugene, OR · 2015

- Graduate teaching fellow, led discussions and evaluated student work
- Studied inclusive pedagogy and philosophical approaches to knowledge systems

Oregon State University — BA in Philosophy

Corvallis, OR · Graduated with honors

Professional Experience

Freelance Developer & Designer — Great Lynx Designs

Remote · 2019-Present

- Delivered websites, UX, and brand work for clients like ColorBliss and NAACM
- Built WordPress and Squarespace sites tailored to small business workflows
- Created logos, custom graphics, and visual branding for clients

Volunteer Organizer – EugDotNet (.NET Meetup)

Eugene, OR · 2024–Present

- Relaunched local .NET group with regular events and speaker demos
- Built Blazor-powered community site with calendar and CMS-lite backend

Software Development Intern – Native Teaching Aids

Remote · Spring 2024

- Created a React Native mobile app to teach Blackfoot words
- Designed interactive, animated learning modules with CreateJS

Squarespace Developer Intern – Brent & Jo Studio

Eugene, OR Summer 2022

- Customized client-facing templates and improved site usability
- Enhanced mobile responsiveness and visual cohesion

Board Member & Visual Designer – LCC Native American Student AssociationLane Community College · 2021–2024

- Designed yearly pow-wow posters, flyers, and t-shirts
- Supported cultural programming through tech, leadership, and design

Freelance Narrative Designer & Cultural Consultant

2018-Present

- Authored content for *Pathfinder 2e NPC Core*, *Starfinder Bounty #9* (Paizo)
- Provided cultural review on Ojibwe-inspired monster design
- Contributed narrative content to *When Rivers Were Trails* (IndieCade 2019 Game of the Year)

Co-Founder & Narrative Director – MindFire Games

Remote · 2016-Present

- Led lore/worldbuilding for Violentia (sci-fi Metroidvania) and Novus Retro (RTS/FPS hybrid)
- Collaborated with designers and artists on faction, story, and setting development

Journalist & Editor - Corvallis Independent & Advocate

Corvallis, OR · 2012–2016

- Wrote and edited stories on culture, education, and nightlife
- Developed strong communication and public storytelling skills

Selected Projects

Let's Move – Fitness Studio Web App

ASP.NET Core MVC, MySQL, Braintree

- Full-stack site with class scheduling, payments, admin tools
- Secure login system and mobile-friendly layout

TribeFinder (React Version)

React, GeoJSON, Google Maps API

Maps nearby tribal offices using open government data

Optimized UI for clarity and performance

TribeFinder (Original JavaScript Version)

JavaScript, HTML, CSS

- Course final project showing custom geolocation logic
- Early demonstration of mapping and UI skills

Hop with Waabooz – Ojibwe Word of the Day

React + Firebase

- Language learning tool for kids with calendar view
- Includes custom mascot design (Waabooz the rabbit)

NAACM Market Site

HTML, CSS, Bootstrap

- Event site with vendor cards, carousel, and Google Maps integration
- Includes mock CMS functionality and responsive UI

EugDotNet Community Site

Blazor + SQLite

- Event calendar, community news, and future CMS expansion
- Real-world project used by local developers and speakers

ColorBliss WordPress Site

WordPress, Custom Theme + SEO

Built for a color consultancy, with a clean layout and client-editable content

Blackfoot Word App (Mobile)

React Native + Firebase

App for Indigenous language learning with smooth UI

Animated Learning Modules

Adobe Animate, CreateJS

Interactive youth-focused language learning modules

Musician Portfolio (In Progress)

Next.js + React

• Dynamic artist portfolio with media routing and mobile optimization

Marketing Design Work

GreatLynx Dispatch – Summer 2025 Newsletter (Mock)

Mailchimp + Canva

- Newsletter featuring project highlights, UX tips, and CTAs
- Used as a mock campaign to demonstrate brand communication

EugDotNet Community Newsletter (Mock)

Constant Contact + Canva

- Event email promoting Blazor + Al demo with custom graphics
- Includes RSVP CTA, community links, and spotlight features

Community Engagement

- Volunteer, LCC Native American Student Association
- Enrolled member, Chippewas of Rama First Nation (Ojibwe)
- Advocate for equity in tech, Indigenous visibility, and digital inclusion