



Colton Tollett

DESIGN ENGINEER

Design background, engineering depth. I focus on developer tools and interface systems, building from Figma to production across real-time browser experiences and creative tooling.

coltontollett.dev

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EXPERIENCE

Choctaw Casino & Resorts

2019 – Present

UI/DIGITAL DESIGNER

- Designed UI for Choctaw BETs and Choctaw Sports apps in Figma, owning the full design-to-handoff pipeline and collaborating directly with third-party development teams.
- Delivered promotional websites, marketing landing pages, and a casino-wide email campaign redesign, working closely with web development teams to translate designs into production.
- Produced visual compositions and promotional material in Photoshop for major casino events and brand partnerships including Texas Rangers, Dallas Stars, Slipknot, and Lamb of God.

SmartPath

Oct 2024 – Jun 2025

UX/UI PRODUCT DESIGNER (CONTRACT)

- Partnered directly with the co-founder to redesign the financial learning experience, conducting competitive analysis and heuristic evaluations to inform new video workflows, a playlist feature, and a personalized homepage.
- Shipped high-fidelity screens in Figma with component structures and annotations set up for developer handoff, working directly with engineering teams to deliver the complete redesign to over 1 million users at enterprise partners including Home Depot and Allstate Insurance.

PROJECTS

TX-04

tx-04.com

BROWSER-BASED SPATIAL OPERATOR FM SYNTHESIZER

- Created a spatial FM synthesizer where routing is drawn by hand on a physics canvas, proximity maps to modulation depth via exponential decay, and drawn connections resolve to FM algorithms in real time using Jaccard similarity matching.
- Built a rendering system of DOM nodes, a persistent SVG layer, and dedicated RAF loops writing directly through refs, keeping React out of all position, physics, and waveform updates to eliminate frame drops during live interaction.

Ruun

getruun.com

SVG SPRING MORPH LIBRARY

- Published Ruun, an open-source SVG morphing library where each path coordinate springs independently toward its target, producing natural overshoot and organic settle instead of deterministic easing curves.
- Engineered the path normalization pipeline to convert arbitrary SVG commands to absolute cubic bezier segments, resample to equal point counts by arc length, and run a best-fit rotation pass that prevents closed shapes from spinning rather than morphing.

WASM DSP Engine

github.com/Ctollett/TX-04

REAL-TIME FM SYNTHESIS IN WEBASSEMBLY

- Wrote a polyphonic FM synthesis engine in Rust compiled to WebAssembly, running inside an AudioWorkletProcessor on the audio thread; JavaScript GC and JIT variance caused audible glitches at the 2.9ms processing budget and WASM eliminated that unpredictability.
- Implemented true Phase Modulation over Frequency Modulation, applying the phase offset at compute time to make the engine sample-rate independent and reproduce the harmonic character of the DX7.

SKILLS

DESIGN

Figma, FigJam, Figma MCP, Framer, Adobe Creative Suite

ENGINEERING

React, TypeScript, Next.js, Rust, WebAssembly, Three.js, WebGL, GSAP, Framer Motion, Tailwind, Lenis, Vercel, Vite, Webpack, Claude Code

EDUCATION

2024 – Present

Georgia Institute of Technology
MS Computer Science, HCI
Specialization
GPA 4.0

2022 – 2024

Southeastern Oklahoma
State University
BS Computer Science
GPA 4.0

2014 – 2017

Southeastern Oklahoma
State University
BA English, Minor in
Communications

FEATURES

2025

[Predicting the future evolution of plugin design](#)
MusicRadar