

From the field to project control.

Mobile crew app.

Operations dashboard.

Tagged 3D room references.

I translated hotel installation and punch-work requirements into a connected field workflow, and directed AI-assisted development with Claude Code and OpenAI Codex.

Mobile Crew App

Room checkoffs, notes and issue flags



Original app workflow | Portfolio branding applied

115

guest rooms

4

hotel floors + common areas

MY ROLE

Construction requirements, workflow design, product direction and field validation.

Original app scope, as reported by Austin Jones. Portfolio visuals are rebranded and adapted from supplied screenshots. The public demo is a smaller, fictional example.

The work happens in the room.

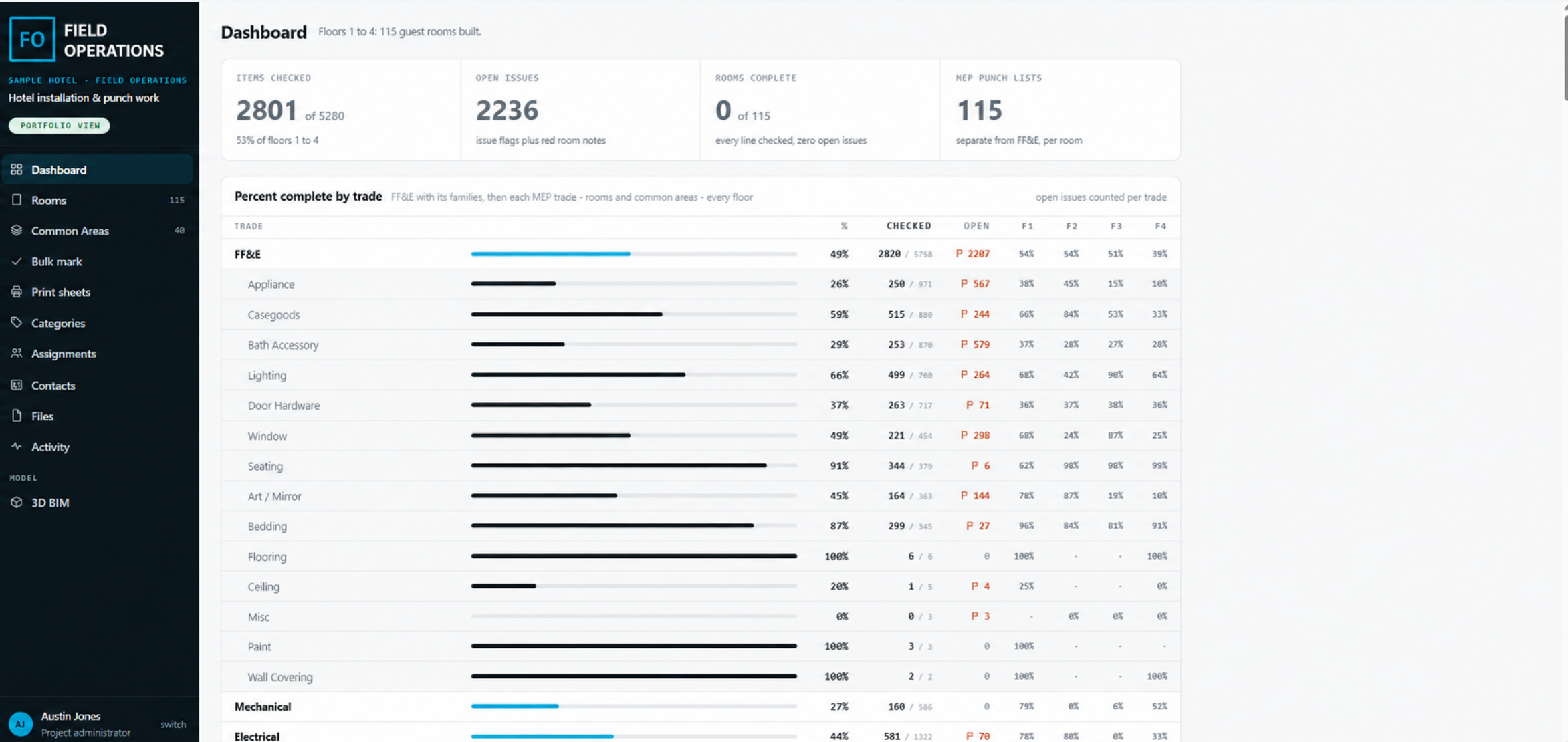
Project overview, room status and item checklists in one mobile workflow.



Check or uncheck items | Add notes and flags | Generate updated room PDFs

See progress across trades and floors.

A fuller view of the original operations dashboard, with portfolio branding applied.



Room + floor visibility

Review room progress, completion and open issues.

Trade-level detail

Follow FF&E families and MEP progress by floor.

Connected work areas

Navigate assignments, contacts, files, activity and 3D references.

Adapted screenshot; displayed quantities represent a captured interface state, not independently verified project results.

Know who checked the work.

Names, initials and company identification keep field entries attributable.

FO

FIELD OPERATIONS

SAMPLE HOTEL

FIELD OPERATIONS

PORTFOLIO VIEW

Dashboard

Rooms115

Common Areas40

Bulk mark

Print sheets

Categories

Assignments

Contacts

Files

Activity

MODEL

3D BIM

Set your initials

Required to check items

set up

Dashboard

Floors 1 to 4: 115 guest rooms built.

ITEMS CHECKED

2801

of 5280

53% of floors 1 to 4

OPEN ISSUES

2236

issue flags plus red room notes

ROOMS COMPLETE

0

of 115

every line checked, zero open issues

MEP PUNCH LISTS

115

separate from FF&E, per room

Percent complete by trade

FF&E with its families, then each MEP trade - rooms and common areas - every floor

open issues counted per trade

TRADE	F1	F2	F3	F4
FF&E				
Appliance	54%	54%	51%	39%
Casegoods	38%	45%	15%	10%
Bath Accessory	66%	84%	53%	33%
Lighting	37%	28%	27%	28%
Door Hardware	68%	42%	90%	64%
Window	36%	37%	38%	36%
Seating	68%	24%	87%	25%
Art / Mirror	62%	98%	98%	99%
Bedding	78%	87%	19%	10%
Flooring	96%	84%	81%	91%
Ceiling				
Misc				
Paint				
Wall Covering				
Mechanical	100%			100%
Electrical	20%			0%

The sign-in prompt asks for a name, initials and company. Initials accompany each checkoff so the project team can identify who signed the item.

FIELD ACCOUNTABILITY
Person + company + checked item

From assigned work to reviewed completion.

Original-app capabilities described by Austin Jones; this diagram explains the workflow.

01 ASSIGN

Assign specific items to a subcontractor and set a due date.



02 UPDATE IN THE FIELD

Crew members check or uncheck items, add notes and flag problems.

03 ADD COMPLETION PHOTOS

Upload photos to document completed work for review.



04 REVIEW + APPROVE

The administrator reviews completion information and approves the work.

Keep status actionable

Unchecking an item can return it to an incomplete state. Notes, flags and photos give the administrator context for follow-up.

The same room information, on paper.

Each room can generate an updated PDF of its checklist and recorded current conditions.

A PRACTICAL FIELD HANDOFF

Keep the information where the work happens.

Post the latest room printout in the room so people who cannot use the app, or simply prefer paper, can see the work and current conditions.

A fresh export provides an updated snapshot when the recorded room information changes.

01 OPEN THE ROOM

Use the room record with its current checklist and conditions.

02 GENERATE THE PDF

Create an updated printout copy of the room information.

03 POST IT IN THE ROOM

Give crews a paper reference at the point of work.

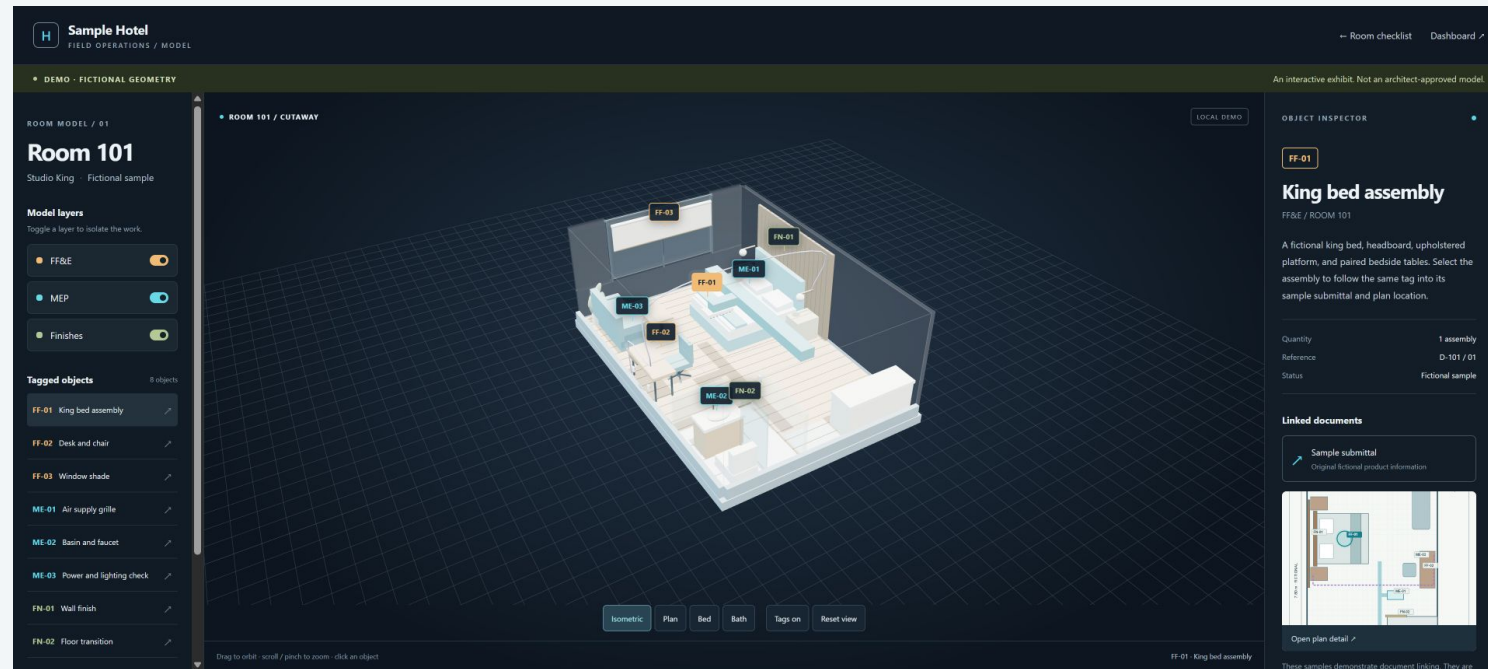
Designed for mixed digital and paper workflows

The goal is usable field information for the whole crew, including people who are less comfortable with mobile apps.

Workflow illustration based on Austin Jones's description; not a sample exported room PDF.

See the item. Find the reference.

The tagged model connects room context with checklist items and sample documents.



Tagged 3D room model

Explore FF&E, MEP and finish layers. Select an object, inspect its tag, and open its sample submittal or drawing detail.

The public model uses fictional geometry and documents. WebGL is required for 3D rendering.

ORIGINAL APP WORKFLOW

115 guest rooms across four floors, plus common areas. Checkoffs, notes, issues, assignments, due dates, photos, admin review and updated room PDF printouts.

PUBLIC GITHUB DEMO

12 fictional rooms and a Room 101 model. Dashboard, crew checklist and document links. Browser-local changes. The full assignment, approval and room-printout workflow is not included.

[Explore public demo](#)[Open tagged 3D model](#)[View GitHub + case study](#)

Branding is fictionalized for this portfolio. Original-app workflow details are supplied by Austin Jones.