ELI BREWER
UX GENERALIST

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PORTFOLIO

www.enso.codes

EDUCATION

University of Arkansas
Little Rock, AR
Dec. 2023 (Expected)

B.A. in Web Design & Development
Minor in Information Technology
Minor in Digital Graphics

Google
Coursera
Dec. 2023 (Expected)

Professional UX Certification

SKILLS

User Experience Design
Agile Development
Journey Mapping
Wireframing
Prototyping
Usability Testing
Information Architecture
Visual Design

TOOLS

Adobe Creative Suite
Google Suite
Figma
Miro
Slack
Discord

EXPERIENCE

EnsoCodes
Freelance Designer | Mar. 2021 - Present

- Design interactive prototypes, write HTML and CSS for responsive mobile and desktop web projects, and conduct user testing.
- Create branding and art for live content creators including overlays, profile panels, and emotes.
- Research and evaluate ongoing market pricing for web hosting and make informative recommendations to clients based on project requirements.

Graphic Designer | Jun. 2011 - Dec. 2013

- Marketing content creator for live music events in Central Arkansas.
- Coached and mentored high school students in basic drawing concepts, painting, and digital graphics in Cabot and Jacksonville School Districts.

Arkansas Center for Data Sciences
Web and Graphic Design Intern | Aug. 2021 - Oct. 2021

- Remote based internship working with JIRA and Confluence in an Agile focused development framework with Inspiring Innovative Concepts, LLC.
- Worked in a small collaborative team environment and reported directly to the project manager while observing detailed specifications and immediate word of mouth change requests.

PROJECTS

Operation Triboulet
Visual Design Lead | Jan. 2023 - Feb. 2023

- Led design for a fan-made competitive Alternate Reality Game (ARG) based in the Destiny 2 universe in collaboration with r/DestinyTheGame Discord.
- Responsible for creation of wireframes and visual assets, implementation of mobile optimization, and implemented quick hotfixes upon user feedback.

Zerosev
Web Designer | Dec. 2021 - Jan. 2022

- Collaboration with Brian Alvarado, a 2D/3D Multi-disciplinary Designer, to design a website to showcase his professional working portfolio.
- Project utilized Adobe XD for wireframing and prototyping, Trello for project management, Planyway for Gantt Charts and time tracking, and Discord for communication.

Arripe Gladium: Season of the Plague
Front-End Web Developer | Mar. 2021 - May 2022

- Designed and prototyped website project for a conceptual Destiny 2 fan-made season of content titled "Season of the Plague."
- Conducted usability testing via survey and analyzed ongoing site traffic with Google Analytics to optimize website performance, increase user engagement, and improve visibility on the web.