Brent Gruenke

UX Designer

Brent.Gruenke@gmail.com | BrentGruenke.com

Education

B.S. Human Centered Design and Engineering

University of Washington | Seattle, WA | September 2014 - June 2018

Experience

Flyflow Travel Application

UX Design | University of Washington | Winter & Spring 2018 Final university capstone project sponsored by Alaska Airlines Research and design of a mobile iphone app for infrequent flyers Lead usability testing sessions and designed the video prototype

Designing for Food Recovery

UW Directed Research Group | University of Washington | Winter 2018
Design of web components such as an interactive calendar and menus
Conducted user research to test and inform design direction
Created storyboards and edited a script for a short video prototype

Breez Mobile Operating System

UI Design | University of Washington | Winter 2018

Worked with a large design team to create a new mobile operating system Created UI patterns and a styleguide for thirteen apps and six system screens Presented bi-weekly design sprints to industry designers and colleagues

eVenues UX Intern

eVenues | Seattle, WA | Summer 2017

Conducted user research with competitive analysis, interviews and surveys Delivered design recommendations based on research findings Revised information architecture and wire-frames for site relaunch

Designing for Nomadic Travel

UW Directed Research Group | University of Washington | Spring 2017 Research through Design work in the space of solo travelers Designed "solo-stick", a smart walking stick for travelers to share memories Presented design concept to travelers and other designers for critique

Skills

SurveysFigmaCSSPersonasInvisionHTMLInterviewsAdobe XDPythonPrototypingAdobe IllustratorArduinoUsability TestingAdobe PhotoshopTableau

Awards

3rd Place QuackCon

Hackathon | University of Oregon | Autumn 2016 UX Designer for GameGrid; an online modular sport streaming app