Brent Gruenke

UX Designer

Brent.Gruenke@gmail.com | BrentGruenke.com

Education

B.S. Human Centered Design and Engineering
University of Washington | Seattle, WA | June 2018

Experience

Designing for Food Recovery
UX Design and Filmmaking | University of Washington | Winter 2018
Design of web components such as an interactive calendar and navbars
Conducted user research to test and inform design direction
Created storyboards and edited a script for a short video prototype

User Interface Designer
Breez OS | 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 reccomendations based on research findings
Revised information architecture and wireframes for site relaunch

Designing for Nomadic Travel
UX Design and Research | 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 design mentors for critique

Designing for Behavior Change
UX Design and Research | University of Washington | Winter 2017
Fast paced design sprints prototyping UX patterns
Designed patterns for increasing conversion rates, goal setting, and emapthy
Developed the rameworks for a UX pattern library

Skills

Surveys	Figma	CSS
Personas	Invision	HTML
Interviews	Adobe XD	Python
Prototyping	Adobe Illustrator	Arduino
Usability Testing	Adobe Photoshop	Tableau

Awards

3rd Place QuackCon
Hackathon | University of Oregon | Autumn 2016
UX Designer for GameGrid; an online modular sport streaming app