

# Brent Gruenke

UX Designer

brentgruenke.com  
brentgruenke@gmail.com

## Experience

### **Paycom - UI/UX Designer** September 2018 - Present

Designed prototypes for Applicant Tracking and Human Capital Management apps  
Conducted usability studies, interviews, card sorts, and design workshops  
Collaborated with stakeholders, developers, and PMs in an agile environment

### **Evenues - UX Intern** 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

## Education

### **B.S. Human Centered Design and Engineering** September 2014 - June 2018

University of Washington | Seattle, WA

## Projects

### **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, created wireframes, and produced a video prototype

### **Designing for Food Recovery**

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

### **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

### **Designing for Solo Travel**

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

Surveys  
Interviews  
Wireframes  
Prototyping  
Usability Testing

Figma  
Sketch  
Invision  
Principle  
Adobe CC

CSS  
HTML  
Python  
Arduino  
Optimal Workshop