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 recommendations based on research findings Revised information architecture and wire-frames 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