

Brent Gruenke

UX Designer

BrentGruenke.com

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Education

2018 BS in Human Centered Design and Engineering
University of Washington, Seattle, WA

Experience

eVenues Website

UX Design Internship *Summer 2017*

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

Nest Mobile App

UX Design *Winter 2017*

Designed a mobile project-finding app in HCDE 318: User Centered Design
Developed personas, storyboards, information architecture, and prototypes
Built final screens in Adobe XD

Designing for Nomadic Travel

UX Design *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 experts for critique

Designing for Behavior Change

UX Design *Winter 2017*

Fast paced design sprints prototyping
Designed UX patterns for increasing conversion rates, goal setting, and empathy
Developed frameworks for a UX pattern library

Skills

Figma
Invision
Adobe XD
Adobe Illustrator
Adobe Photoshop

CSS
HTML5
Arduino
Tableau
Python

Surveys
Personas
Interviews
Prototyping
Usability Testing

Awards

3rd Place QuackCon *Autumn 2016*

Hackathon, University of Oregon
UX Designer for GameGrid; an online sport streaming app

Dean's List *Winter, Spring 2016 & Autumn 2017*

University of Washington
3.5+ GPA for designated Quarters

