

# 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

