

Brandon Dentler

brandon.dentler@yahoo.com
(260) 357-8750
<https://brandondentler.github.io/Portfolio/>

I strive to design experiences that feel fresh and unique that are driven by empathy

Skills

Design

Ideation
Storyboarding
Sketching
Wireframes
Low-Fidelity Mockups
High-Fidelity Mockups
Documentation

User Research

Affinity Diagrams
Surveys
Interviews
Personas
Cognitive Walk-throughs
Heuristic Evaluations
Competitive Analysis
Usability testing

Interests

Open-World Video Games
Video Game Design/ UI
Call of Duty
Historical Books
Design Books
Puzzles & Board Games
Travel
Cooking
Golf

Profile

I am a recent graduate of Purdue University studying UX Design in a fast-paced, studio-based program. I am striving to become a usability consultant in a fast-paced environment.

Education - Purdue University | UX Design | 2017-2021

Recent graduate of Purdue University majoring in User Experience Design Major as well as a certificate in Entrepreneurship

Work Experience

SCIENCE GATEWAYS COMMUNITY INSTITUTE

MAY 2019-MAY 2021

SGCI serves the science gateway community and provides NSF-funded, online and in-person resources and services. The goal is to facilitate, at little or no cost, the sharing of experiences, technologies, and practices of those working with science gateways. My role is to communicate with stakeholders and conduct many forms of UX methods. This includes interviews with users, heuristic evaluations, cognitive walkthroughs, competitive analysis, low and high-fidelity mockups, as well as usability testing.

FLEDGLING GAMES

AUGUST 2020-JAN 2021

Fledgling Games is a studio-based internship at Purdue for students to gain real-world experience within the video game industry. Currently we are working on a project for Purdue Labs in times of COVID. For this experience, I am working as the Lead UX Designer, a team member, as well as an overall consultant for design decisions.

CRISIS RESPONSE LEADERSHIP TRAINING (CRLT)

JAN 2020-MAY 2020

CRLT is a startup video game company striving to prepare and certify emergency responders for extreme scenarios through a simulation. For this experience, I am an intern working as the Lead UX designer to create user stories ranging from personas, user journeys, scenarios and many other forms. I am also a co-lead for the UI design in helping create the experience and flow of the video game.

Academic Collaborations

An academic collaboration are projects working with real companies to solve a problem given to us. These are done here at Purdue through my UX Design studios.

AVANADE & PURDUE OWL - Project Owner

SPRING '21

This is an academic collaboration with both AvanaDe and Purdue OWL. I am the project owner of these collaborations where my main role is to be a project executive. My main tasks are to micro-manage the team, conduct 1-on-1's with members to track their progress and goals, and report to the professors with any updates or concerns.

DOLBY - Team Lead

FALL '20

This is an academic collaboration with Dolby. We were tasked to create a prototype of a new audio solution based on research of the changes in behavior of gamers following the COVID-19 pandemic, with a focus on audio and the exploration of both hardware and digital concepts. The main goal of this project was to research and test Dolby's audio software, DOLBY ATMOS, and create a solution that would make use of this audio software.

GIVING LEADS - Team Lead

SPRING '20

This is an academic collaboration with GivingLeads and Donate Equity. We were tasked to design a new tool, Affinity, which is a cloud-based, database tool integrated with the university's CRM that allows for efficient creation and retrieval of contact reports as well as flexible meeting scheduling. The main goal of this project was to interview many development officers to learn how universities reach out to Alumni/Donors and design a tool to stream-line this process.

FORD MOTOR COMPANY & UE GROUP - Team Member

FALL '19

This is an academic collaboration with Ford Motor Company and UE Group. We were tasked to work with the FordPass mobile app and help keep users consistently using the app for their car experience. The main goal of this project was to research the FordPass mobile app and redesign it with insights found throughout multiple sprints of research and interviews.

STAR BEHAVIORAL HEALTH PROVIDERS (SBHP) - Team Member

SPRING '19

I was apart of a UX team in which we looked to continue working to improve the overall site experience of SBHP. Our focus was on modernizing the provider's side of the website and making the process of signing up as a provider seamless. The website design itself was 10 years old, so our team had a real challenge renovating from the bottom up.

Conferences

GATEWAYS 2020

FALL 2020

This gathering for gateway creators and enthusiasts features hands-on tutorials, demos, keynotes, presentations, panels, posters, and plenty of opportunities to connect with colleagues. I was apart of a team through my SGCI internship in which we wrote an academic paper relating to the Common Usability Problems and Solutions for Science Gateways. We presented this paper at the conference and also aided in a UX presentation for many gateway creators to see the importance of Usability and User Experience.

PEARC 2019

SUMMER 2019

The PEARC conference series provide a forum for discussing challenges, opportunities, and solutions among the broad range of participants in the research computing community. I had the opportunity to participate in the hackathon for this conference through my SGCI internship working as a UX consultant for the hackathon groups.