BRENDAN KEANE

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SUMMARY

Brendan Keane holds a B.S. in Human-Computer Interaction and has experience as both a product designer and software developer. He is seeking full-time opportunities in UX Engineering and Frontend Software Development.

EDUCATION

University of Washington   June 2023
Bachelor of Science in Human-Computer Interaction. GPA 3.73
Relevant Coursework: UI/UX Design, Full-stack Web Development, Cooperative Software Development, Graphic Design, Interactive Data Visualization, Information Architecture, Database Design & Management

EXPERIENCE

Freelance Web Developer   May 2023 - Present
Rough Draft Media, Seattle, WA
- Designed brand assets including logos, style guides, social media templates, and custom motion graphics.
- Developed full-stack websites with custom content management for film, television, and creative portfolios.
- Implemented custom system design for media brands built with React components and Tailwind CSS.
- Researched, wrote, and edited over 25 podcast episodes ranging from 45 to 90 minutes in length.
- Built a podcast YouTube channel to 20,000 subscribers with over 100,000 views.

UX Engineer   January 2023 - June 2023
ChatDWG, University of Washington
- Designed game graphics and UI for an interactive experience to teach the public about ChatGPT.
- Collaborated to develop production-ready code based on game design specs.
- Coordinated and conducted product research and user testing to justify design decisions.

Data Scientist   June 2022 - September 2022
Mapping American Social Movements Project, University of Washington
- Developed a web-scraping program to collect metadata on over 10,000 historical newspaper articles.
- Designed data visualizations with Tableau to show the geography of social movements.

Product Designer, Mobile   March 2022 - September 2022
Flourish, Remote
- Designed a health-tracking app using Apple Human Interface Guidelines and HealthKit.
- Prototyped anatomy-based data visualizations to track the progression of chronic illnesses.

Product Designer, VR   September 2021 - January 2022
DALI Lab, Hanover, NH
- Designed a VR chemistry software for Oculus using Maya, Gravity Sketch, and Unity.
- Drafted accessibility guidelines for first-time VR users to support common impairments by default.

LEADERSHIP AND ACTIVITIES

Graphic Designer & Photographer   September 2022 - Present
Husky Rugby Club, University of Washington
- Designed brand guidelines for daily graphics with Photoshop and Figma for club-related events.
- Photographed rugby games to be used for the Husky Rugby Club's official photo stock.

Media Volunteer, Videographer   August 2023
Seattle Design Festival, Seattle, WA
- Conducted interviews with festival attendees, filmed festival events, and edited festival content for stakeholders.

SKILLS AND INTERESTS

Software: Figma, Adobe Creative Suite, Photoshop, Final Cut Pro, Apple Motion, Maya, Unity
Programming: React, TypeScript, HTML/CSS, GitHub, Vercel
Interests: content design, media production, podcasting, architecture, coaching/teaching, rugby