BRENDAN KEANE
Design & UX Engineer

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SUMMARY

Brendan Keane is an experienced design & UX engineer with a background in both UI/UX design and software engineering. He uses his technical knowledge to inform his design decisions, creating seamless design handoffs that benefit the developer and user experience. He is currently looking for full-time opportunities in UX engineering and design engineering.

EXPERIENCE

Frontend Lead   August 2023 - Present
Smash Technology, Seattle, WA
- Built SaaS company's first payment system by implementing Stripe Checkout on their website.
- Launched company's first Saas website by developing with React, Next.js, and Tailwind CSS.
- Connected REST API endpoints to UI elements to populate student learning data.
- Improved learning outcomes by creating game-based learning experiences for database design.
- Expanded student support through AI chatbot integration in learning management software.

Design Engineer   May 2023 - Present
Rough Draft Media, Seattle, WA
- Built custom websites for over 10 clients using React, TypeScript, and Tailwind CSS.
- Accelerated agile development cycles by linking Figma design systems to React components.
- Developed a data-driven website with automated page creation based on podcast RSS feeds.
- Created branding and style guides for over 8 clients by using the Adobe Creative Suite.
- Implemented CMS for film and television websites by using Webflow and Google Sheets.
- Created Figma community guides for turning Figma projects into live websites.

UX Engineer   January 2023 - June 2023
ChatDWG, University of Washington
- Designed game graphics, UI, and animations for an educational game about ChatGPT.
- Completed multiple turns of Agile development cycle including two rounds of user testing.
- Reduced user frustration by over 40% through A/B testing and measuring with NASA surveys.
- Collaborated to develop production-ready code with documentation based on game design specs.
- Engineered prompts for ChatGPT to generate news headlines and article summaries.
- Conducted user research with multiple stakeholder groups to direct product development.

Data Scientist   June 2022 - September 2022
Mapping American Social Movements Project, University of Washington
- Developed a Python program to scrape metadata on over 10,000 historical newspaper articles.
- Identified spikes in news coverage using Python, Pandas, and D3.js to focus archival research.
- Created interactive Tableau dashboards to show the geography of social movements.
- Connected historical addresses to coordinates by cross referencing historical and modern maps.

Product Designer, Mobile   March 2022 - September 2022
Flourish, Remote
- Used Apple's Human Interface Guidelines (HIG) to design a health tracker for chronic illness.
- Digitized health data analysis by converting paper-based surveys into JSON-based data structures.
- Reduced survey fatigue by using UX design principles to decrease user cognitive load.

- Researched patient health data privacy and security across iOS and Android platforms.
- Conducted competitive analysis and a UX audit of existing health tracking apps.
- Prototyped anatomy-based data visualizations in Figma to track chronic illnesses symptoms.

Product Designer, VR   September 2021 - January 2022
DALI Lab, Hanover, NH
- Designed VR chemistry software using Unity, C#, and creative Figma prototyping techniques.
- Drafted VR accessibility guidelines for education to support a variety of learning needs.
- Created storyboards to correspond with lesson flows using 3D models and VR modeling software.
- Created level design suitable for both linear lesson plans and sandbox-style learning.

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.

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 & SOFTWARE

Technical: React, Angular, HTML/CSS, JavaScript, TypeScript, Python, SQL, C#, GDScript, GitHub
Software: Figma, VS Code, Adobe Creative Cloud, Photoshop, Lightroom, Final Cut Pro, Premiere, Unity, Godot
Other: Code review, collaborative software development, written communication, presentation, project management, product demonstration, user research, A/B testing, accessibility (WCAG), technical requirements, design specifications