

# 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 Frontend Software Developer & UX Engineer

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, Web

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