

Bryan Flowers

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PROFILE

University of Michigan graduate with a degree in Cognitive Science and a minor in Computer Science. Currently enrolled in the masters program at the University of Michigan's School of Information. Possesses a unique ability to grasp concepts quickly, and overcome roadblocks with practical solutions. Eager to enhance my academics with real life situations in order to embark on a career as a UX designer or software engineer upon graduation.

SKILLS & ABILITIES

C++ Python
HTML CSS
Adobe CC JavaScript
UX Design UX Research
Self Motivated
Excellent Time Management
Complex Problem Solving
Conversational Spanish

EDUCATION

University of Michigan

Ann Arbor, MI, 2017 - Present

B.S. in Cognitive Science
Minor in Computer Science

Currently Pursuing

Master of Science in Information
Focus in UX Research and Design
Graduation date: May 2023

EXTRACURRICULARS

University of Michigan Rugby

Participate in games
Mentor younger players
Coordinate rides
Manage social media

RELEVANT COURSEWORK

SI 422 Needs Assessment and Usability Evaluation

Evaluated interactive software products, focusing on social computing services, through hands-on experience with a range of methods and design issues, including but not limited to competitive analysis, persona creation, interviews and surveys, heuristic evaluation, cognitive walkthroughs, and usability testing.

SI 501 Contextual Inquiry and Consulting Foundations

Worked in teams with a real-world client who poses a problem involving human processes in the context of a work environment. Learned to manage projects; work with a client; conduct interviews; analyze and synthesize qualitative data; present their recommendations; and write formal reports.

SI 582 Introduction to Interaction Design

Developed design sensibilities and practical skills through a series of design exercises. Covered individual and group ideation techniques and contemporary perspectives on interaction design for common platforms

SI 539 Web Design ~ Currently Enrolled

Will master frontend development skills for designing and building responsive and accessible websites. Topics covered include recent changes to HTML, JavaScript, CSS and WCAG standards, media-queries, responsive frameworks, and manual and automated testing.

PROJECTS

UX

- Big Rapids Community Library Report
- High - Fidelity Application Prototype
- Interview Report: Athletes at Michigan
- Remote Unmoderated Usability Testing: Craigslist

Programming

- Euchre Simulator
- Daft Punk Music Generator AI
- NBA team builder

WORK EXPERIENCE

PTC | Agency Production Designer and Editor Intern | May 2021 - August 2021

Marketed the agency by renovating their entire Behance website. Collaborated with the creative design and video production teams to gather and create strong collateral that is visually appealing and strategically sound.

UP Cancer | Graphic Designer | May 2020 - August 2020

Advertised the company and raised awareness for many different types of cancers on social media through the creation of posts and graphics. Helped organize meetings with lawmakers and promoted new legislation through posters and flyers.