

Brendan Strahm

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strahmb.github.io

OBJECTIVE

UX Masters student pursuing a position in user research. Grounded in qualitative research methods with 4 years of cross-functional technology work experience.

SKILLS

User Experience and Research

Affinity Diagramming, Card Sorting, Co-Design, Cognitive Walkthrough, Contextual Inquiry, Heuristic Evaluation, Ethnographic Studies, Evaluation, Interviewing, Interaction Design, Mobile UX, Onboarding, Personas, Prototyping, Thematic Analysis, Think-Aloud, Scenarios, Sitemaps, Sketching, Usability Testing, Use Cases, Website Experience Analysis

Visual Design

Adobe Photoshop, Adobe Illustrator, Balsamiq, PaintCode, Sketch, xCode Interface Builder

Front-end Development

Javascript, ES6, React, jQuery, npm, CSS, Sass, PostCSS, Objective C, xCode, Git, Github

EDUCATION

Purdue University, West Lafayette, IN — MS in Computer Graphics Tech

Expected Graduation, Dec 2016 | Focus in Human-Centered Design & Development.

Purdue University, West Lafayette, IN — BS in Computer Graphics Tech, 2012

EXPERIENCE

Web Application Developer — *Purdue University, West Lafayette, IN — Jun '15 - Present*

Researched, designed, and implemented features in an iterative development setting for Purdue Studio's suite of educational tools. Evangelized good UX practices within the team. Synthesized existing research, designed and performed user research, made prototypes, and designed and developed interfaces in Angular, React, and .NET MVC. Served on a hiring committee for educational technologists.

Web and Mobile Developer — *IN3/iD, West Lafayette, IN — Sept '12 - May '15*

Developed and designed appealing and functional front-end interfaces for web and iOS. Developed back-end systems for web products in PHP and ASP.NET. Gave presentations and product demos to potential and existing clients. Delivered on-site technical support during professional conferences.

Project Manager — *Purdue University, West Lafayette, IN — May '12 - Aug '12*

Managed a multimedia production team of six and implemented best practices for a real-time video production pipeline. Coordinated the creation of over 80 assets and 10 hours of instructional videos for the Purdue Homeland Security Institute, including two weeks of video shoots with professional actors. Ran video shoots of distance learning material for professors.