# STEPHEN GARRETT DEWYER

# software developer | user experience designer

www.stephendewyerwebwork.com

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# software development and **UX** design skills

- Programming languages: JavaScript, TypeScript, C++, Python, PHP
- JavaScript compilers, frameworks and libraries: SvelteKit, Svelte, Next.js, React, Vue.js, Express, Handlebars
- Data visualization
- Artificial intelligence
- Stylesheet languages: CSS 3
- Markup languages: HTML 5
- Server environments: Node
- **Development environments:** Visual
- Database management systems: MongoDB, PostgreSQL, MySQL
- Application programming interfaces: Representational state transfer (REST), GraphQL
- **UX design:** wire framing, prototyping, user research, user testing, information architecture, user flows, user interviews
- Digital media: Adobe Creative Cloud. photography, videography, graphic design, brand identity design, animation
- Prototyping: Figma
- eCommerce: Stripe
- Web accessibility standards: WCAG
- Version control systems: Git, GitHub, Bitbucket

# awards and grants

## **Knight Arts Challenge Detroit** matching \$20,000 grant for ∞ mile

John S. and James L. Knight Foundation 2014 - 2016

# Detroit Chapter June 2014 \$1,000 grant for ∞ mile

Awesome Foundation

# career objective

An award-winning software developer and UX designer with over ten years of experience developing creative software solutions that improve human engagement with technology. Extensive experience working with universities, museums, publications, campaigns and businesses. Excellent at using art and software development backgrounds to creatively solve problems through software.

## professional experience

#### Founding Director, Full-stack Web Developer and UX Designer Art in Tech Services Inc

April 2021 – present, Tucson, Arizona (relocated from Minneapolis, MN)

- Directed company to improve human experiences of technology by combining art with state-of-the-art digital technology in the production of original software and rendering of digital services
- · Worked with clients to plan and achieve client goals, meeting or exceeding client expectations
- Designed, developed, deployed and maintained the company's website including client and administrator portals, streamlining collaboration

#### Founder, Full-stack Web Developer and UX Designer **Public Arts Commission**

April 2017 – present, Tucson, Arizona (relocated from Minneapolis, MN)

- Responsible for overall direction of the non-profit, 501(c)(4) organization that uses original software to improve civic engagement in the art com-
- Designed, developed, deployed and maintained software programs including a campaign application management system, an endorsement management system and a publicly searchable database of all the organization's endorsements
- Developing a voter networking and organizing portal
- Conducted user tests for web prototypes with Board of Directors and art experts
- Grew Board of Directors by 233% to include leading voices in the art community by delivering strong leadership

#### **UX Design Consultant (contract)**

**Turnberry Solutions** 

February - May 2022, Minneapolis, Minnesota

- Created high-fidelity prototypes to personalize dental insurance plan shopping in the Federal Employees Dental and Vision Insurance Program (FEDVIP)
- Client: FedPoint

#### Web Developer and UX Designer / Co-Founding Editor ∞ mile (Infinite Mile LLC)

July 2013 - January 2017, Detroit, Michigan

2014

## education

# Master of Fine Arts (MFA) in Sculpture

Yale University School of Art 2009 – 2011, New Haven, Connecticut

# Bachelor of Fine Arts (BFA) *cum laude* in Art History, Theory & Criticism

Maryland Institute College of Art 2005 – 2008, Baltimore, Maryland

# teaching experience

#### Lecturer

University of Detroit Mercy School of Architecture Digital Media Department

2015 – 2017, Detroit, Michigan

#### **Special Lecturer**

2015 – 2016, Rochester, Michigan

#### Lecturer

2014 – 2015, Rochester, Michigan Oakland University Department of Art & Art History

#### websites created

- 2021 present
  - Art in Tech Services Inc www.artintechservices.com
- 2017 present
  - **Public Arts Commission**

www.publicartscommission.org

• 2023

#### **Suzanne Conti Quilts**

https://suzannecontiquilts.vercel.app

• 2022

#### JoyFoodly

www.joyfoodly.com

• 2021 – present

## web work portfolio

www.stephendewyerwebwork.com

2013 – 2017

# ∞ *mile* (Infinite Mile)

www.infinitemiledetroit.com

- Designed, developed, deployed and maintained website featuring an online store for print anthologies and merchandise, generating thousands of dollars in revenue
- Directed three editing staff and 78 contributors to publish 94 essays and interviews, 51 artist projects, 26 reviews and 27 works of fiction or poetry
- Wrote successful grant applications
- Partnered with the University of Michigan Stamps School of Art & Design to produce two serial publications and conferences

#### technical training

# Certificates in Software Development, Machine Learning, UX Design and Web Accessibility

Udemy

2021 - 2024

- Beginning C++ Programming From Beginner to Beyond
- Understanding TypeScript
- Machine Learning A-Z™: Al, Python & R + ChatGPT Bonus [2023]
- GraphQL by Example
- Svelte.js The Complete Guide (incl. Sapper.js)
- NodeJS The Complete Guide (MVC, REST APIs, GraphQL, Deno)
- React The Complete Guide (incl Hooks, React Router, Redux)
- Web Accessibility Training Course WCAG 2.1 Compliance
- The User Researcher's guide to UX discoveries

# Certificates in Software Development and Leadership University of Michigan – Coursera

2020 - 2021

- JavaScript, jQuery, and JSON
- Interactivity with JavaScript
- · Building Database Applications in PHP
- Introduction to Structured Query Language (SQL)
- · Building Web Applications in PHP
- Intermediate PostgreSQL
- Database Design and Basic SQL in PostgreSQL
- Python Data Structures
- Python for Everybody
- Inspiring and Motivating Individuals

#### Certificates in UX Design

Interaction Design Foundation 2020

- UI Design Patterns for Successful Software
- Mobile User Experience (UX) Design
- Become a UX Designer from Scratch
- Human-Computer Interaction