



# Tom Bremer

UX Developer, Software Engineer

 Saint Louis, Missouri,

 314.971.7758

 tom@tbremer.com

 <http://tbremer.com>




## BACKGROUND

### ABOUT

User Experience and Interaction Developern. Sass evangelist, Open Source advocate, Fine Arts Background. ['vinyl', 'coffee', 'beer'] nerd

### WORK EXPERIENCE

#### • **User Experience Engineer**, Asynchrony Labs

July, 2015 - Present  1.5 Months

User Experience developer, UI Framework Engineer, UX Tech Stack

- Created Front End solutions to meet a variety of client needs
- Development and support of code & visual styleguide
- Development of modern workflow utilizing Grunt & Gulp
- Updating Jenkins build servers

#### • **Software Engineer II**, Answers.com

Apr, 2013 - July 2015  2 years

User Experience developer, A/B Test Engineer, UX Tech Stack

- Integral in a full site redesign
- Created CSS and SASS based solutions to eliminate reliance on Javascript DOM manipulations and animations

- Development and support of code styleguide
- Development of modern workflow utilizing GruntJS
- Writing a new framework / pattern library for UX and Backend developers
- Researching TTFB and TTLB optimization
- A large array of user experience tests with content variance
- Standing up new domains for long term tests

- **Lead developer**, CrookedSpaces.com

Apr, 2015

Crooked Spaces is a personal project to show case all the awful parking jobs out there, learn a lot of APIs, develop NodeJS web platform and have fun.

## </> SKILLS

### UX Development

HTML

SASS

CSS3

Javascript

jQuery

### Web / App Development

Node / IOJS

PHP

MySQL

MongoDB



## EDUCATION

**Fine Arts, Bachelor**, University of Missouri Saint Louis

Sep, 2006 - May, 2012