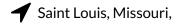


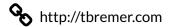
Tom Bremer

UX Developer, Software Engineer













BACKGROUND



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 2 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 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 expierence tests with content varience
- 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