TRENT BREW

UX Engineer

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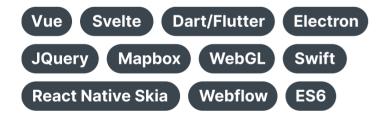
PROFILE

I'm a designer who loves to code, with 3 years of professional experience building mobile and desktop applications. I specialize in crafting intuitive and beautiful user interfaces, and enjoy working on projects that involve a lot of user interaction. I have a deep understanding of both front-end and back-end development, and am comfortable working in a variety of programming languages.

DESIGN



FRONT-END



BACK-END



INTERESTS



EXPERIENCE

Consultant

StudioBrew <studiobrew.co> / Chicago, IL / Aug 2017 - Present

- Developer, designer, and brand strategist for small businesses and startups throughout the midwest.
- Builds custom web apps, mobile apps, and static websites powered by Vue, Svelte, React, Node, Firebase, Flutter, and Webflow.
- Builds brands and empowers startups through logo design, digital consulting, user testing, and custom software development.

Software Engineer

Lofty <hirelofty.com> / Remote / Mar 2021 - Jan 2022

- Used Vue, Mapbox, and DeckGL to draw, store, and calculate the area of bridge geometries and bridge defects, informed by IR drone footage.
- Translated UI designs & prototypes into functional features.
- Used **Django** to build custom authentication flow, notification system, and logic for building & executing flight plans for drones.
- Designed custom iconography & low-fidelity UI mockups in alignment with design team deliverables & brand guidelines.
- Implemented custom search via Mapbox Geocoding API.

UX Developer

HBR Consulting https://www.nbrconsulting.com / Chicago, IL / March 2020 - April 2021

- Design & development of internal cross-functional knowledge management platform, powered by **Vue**, **Node**, and **Firebase**.
- Used **Node** and **Firebase** Admin API to build and maintain infrastructure tools to streamline development & deployment.
- Designed app wireframes & high-fidelity prototypes using Figma.

Mentor

CoderDojo < coderdojo.com > / St. Louis, MO / January 2015

- Trained young coders and helped introduce them to the world of software engineering through basic game development, web design, and mobile app development.
- Used HTML, CSS, JQuery, and GameMaker to help kids build interactive experiences.