TRENT BREW

SOFTWARE ENGINEER

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github.com/tbrew1023



PROFILE

I'm a creative developer specializing in full-stack web & mobile dev, UX, and graphic design.

DESIGN TOOLS



FRONT-END



BACK-END



INTERESTS



EXPERIENCE

SOFTWARE ENGINEER

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

- Used **Vue.js**, **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.
- Utilized **Django** to imlpement 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 Geocoding & Reverse-geocoding API.
- Utilized Rancher to manage Kubernetes clusters.

PRINCIPAL DEVELOPER

Trtl <trtl.tech> / Chicago, IL / Dec 2020 - Present

- Co-founder and lead enigneer of Chicago-based design & development collective.
- Principal developer, designer, and brand strategist for progressive small businesses & startups.
- Builds custom web apps, mobile apps, and static websites for clients, powered by **Vue.js**, **Node.js**, **Firebase**, **Flutter**, and **Webflow**.
- Builds brands and empowers startups through logo design, digital consulting, user testing, and custom software development.

UX DEVELOPER

HBR Consulting < hbrconsulting.com > / Chicago, IL / March 2020 - April 2021

- Design & development of internal cross-functional knowledge management platform, powered by **Vue.js**, **Node.js**, and **Firebase**.
- Implemented bulk CSV database imports and exports via **Node.js** and **Firebase** Admin API.
- Utilized custom **Bash** scripts to build and maintain infrastructure tools to streamline development & deployment.
- Designed app wireframes & high-fidelity prototypes using Figma.

MENTOR

Coding Dojo < codingdojo.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.