

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

Figma Rive Blender Adobe Suite

Sketch Invision Axure RP GIMP

HTML5 CSS/SCSS

FRONT-END

Vue Svelte Dart/Flutter Electron

JQuery Mapbox WebGL Swift

React Native Skia Webflow ES6

BACK-END

Node Firebase Express Django

Python C++ Java Git Linux

Bash Stripe OpenAI Puppeteer

INTERESTS

Game Development Animation

Web3 Painting XR Snowboarding

Jazz Machine Learning eSports

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 <hbrconsulting.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.