

Trent Brew

Interaction Designer / Full-Stack Developer

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Education

Missouri University of Science and Technology - Computer Science + Human-Computer Interaction Minor

August 2016 - May 2017

- Participated in Sig-Game Web, an organization tasked with building websites and web apps for different organizations around campus.
- Used several JavaScript frameworks including VueJS and ReactJS.

DePaul University - User Experience BS (Development Concentration) + Computer Science Minor

August 2017 - PRESENT

- Go/Chess Club
- InterChorus Acapella Group
- Competitive Super Smash Bros. Club

Experience

Floors - Graphic Design & UX

July 2019

- Designed mobile app mockups/wireframes using Figma.
- Designed logo using Figma.

Quick Keys - Web Development & Graphic Design

July 2018

- Built locksmith website using HTML, SASS, and JQuery.
- Redesigned logo using Adobe Illustrator.

Backpack Barber - Graphic Design & UX

January 2017 - PRESENT

- Built mobile app mockups/wireframes using Axure RP.
- Designed logo using Adobe Illustrator.

Coding Dojo - Camp Mentor

January 2015

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

Summary

I'm a creative technologist specializing in front-end web development, UX, graphic design, and illustration. I craft software with both usability and beauty in mind, fueled by excessive intention and a passion for creating experiences that are both functional and fun to use. I've sketched designs for user interfaces since I was a kid, I've been coding them up for a few years now and I'm excited to learn how to build them at scale.

Portfolio

tbrew1023.github.io/portfolio-v2

Research

Usability Analysis: Monday.com

Winter 2019

- Conducted user research on the Monday.com productivity tool.
- Research included user interviews, usability tests, and questionnaires.

HCI Analysis: Material Design

Fall 2016

- Analyzed Google's Material Design philosophy and guidelines.
- Examined Material Design's origins, and why developers and designers should develop their own design language.

Design Tools

Adobe Photoshop Adobe Illustrator
Adobe InDesign Adobe Animate Adobe XD
Axure RP Sketch Invision Studio Figma

Front-end Skills

HTML CSS/SASS JavaScript CoffeeScript
jQuery Bootstrap ReactJS VueJS AngularJS
VisualBasic Flutter

Back-end Skills

Java C C++ SQL NodeJS Ruby on Rails
MongoDB XML Firebase/Firestore Git Linux
Bash