Education

Missouri University of Science and Technology - Computer Science

+ Human-Computer Interaction Minor

August 2016 - May 2017

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

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

August 2017 - PRESENT

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

Experience

Floors - Graphic Design & UX

July 2019

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

Quick Keys - Web Development & Graphic Design

July 2018

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

Backpack Barber - Graphic Design & UX

January 2017 - PRESENT

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

Coding Dojo - Camp Mentor

January 2015

- o Trained young people and helped introduce them to the world of software engineering with basic game development and web design.
- o 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

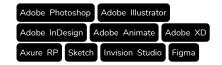
- · Conducted user research on the Monday.com productivity tool.
- · Research included user interviews, usability tests, and questionaires

HCI Analysis: Material Design

Fall 2016

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

Design Tools



Front-end Skills



Back-end Skills

