

# 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](https://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