

Trent Brew

Interaction Designer / Full-Stack Developer

636-515-1293 tbrew1023@gmail.com github.com/tbrew1023 linkedin.com/in/trenton-brew-19a4a7181

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 - December 2020

- DePaul User Experience Association
- Go/Chess Club
- InterChorus Acapella Group
- DePaul Vocal Jazz Ensemble
- Competitive Super Smash Bros. Club

Experience

Nihal.tv: Full-stack Web Development & UX

October 2019

- Designed mock-ups and wireframes for film portfolio site using Figma
- Developed frontend using VueJS
- Developed custom CMS backend tool for project uploads using Firebase and VueJS

Floors: Graphic Design & UX

July 2019

- Built 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.
- Designed logo using Adobe Illustrator.

Backpack Barber: Graphic Design and UX

January 2017

- Built mobile app mockups/wireframes using Axure RP.
- Built front-end for app using Google's Flutter framework.
- Designed company logo using Adobe Illustrator.

Coding Dojo: Mentor

January 2015

- Trained young coders and helped introduce them to the world of software engineering with basic game development, web design, and mobile app development.
- 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 a passion for creating experiences that are both functional and fun. 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.

Research

Monday.com: Usability Analysis

Winter 2019

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

Material Design: HCI Analysis

Fall 2016

- Analyzed Google's Material Design philosophy and guidelines.
- Delinated Material Design's origins, and what developers and designers can learn from it.

Design Tools

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

Front-end Skills

HTML CSS/SASS JavaScript/ES6
jQuery Bootstrap ReactJS VueJS
AngularJS VisualBasic Webflow
Flutter

Back-end Skills

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