

# Brent Gruenke

## UX Designer

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### Education

#### **B.S. Human Centered Design and Engineering**

University of Washington | Seattle, WA | June 2018

### Experience

#### **Flyflow Travel Application**

UX Design | University of Washington | Winter & Spring 2018

Final university capstone project sponsored by Alaska Airlines

Research and design of a mobile iPhone app for infrequent flyers

Lead usability testing, created wireframes, and produced a video prototype

#### **Designing for Food Recovery**

Directed Research Group | University of Washington | Winter 2018

Design of web components such as an interactive calendar and menus

Conducted user research to test and inform design direction

Created storyboards and edited a script for a short video prototype

#### **User Interface Designer**

Breez OS | University of Washington | Winter 2018

Worked with a large design team to create a new mobile operating system

Created UI patterns and a styleguide for thirteen apps and six system screens

Presented bi-weekly design sprints to industry designers and colleagues

#### **eVenues UX Intern**

eVenues | Seattle, WA | Summer 2017

Conducted user research with competitive analysis, interviews and surveys

Delivered design recommendations based on research findings

Revised information architecture and wire-frames for site relaunch

#### **Designing for Solo Travel**

Directed Research Group | University of Washington | Spring 2017

Research through Design work in the space of solo travelers

Designed "solo-stick", a smart walking stick for travelers to share memories

Presented design concept to travelers and other designers for critique

### Skills

Surveys

Interviews

Wireframes

Prototyping

Usability Testing

Figma

Invision

Sketch

Adobe Illustrator

Adobe Photoshop

CSS

HTML

Python

Arduino

Tableau

### Awards

#### **3rd Place QuackCon**

Hackathon | University of Oregon | Autumn 2016

UX Designer for GameGrid; an online modular sport streaming app

