

Storm Brewer

Brand Consultant + UX Designer

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Summary

Crafting immersive, heuristic, identities and user experiences. Designing with expertise in human factors that impact interactive experiences. Storm works with companies and entrepreneurs who are excited about building a meaningful business. Storm crafts powerful and lucrative identities, websites, commercials, apps, and videos.

Experience

UX Designer at Acumatica

November 2017 - Present

I design branded, front end, online user experiences for Acumatica. I am responsible for online content being delivered to Acumatica's impressive list of B2B clients, as well as prospective buyers.

UX Designer at Mainstay Technologies

August 2017 - May 2018 (10 months)

At Mainstay I created compelling, on brand, interactive experiences for Fortune 500 clients. I am in charge of interfacing with design and development teams creating satisfying user experience for high level B2B interactions.

UX Designer at V2Works

April 2016 - July 2017 (1 year 4 months)

At V2Works I crafted meticulous brand experiences using rigorous standards for highly respected corporate clients. While working for the agency I designed and developed a variety of Web, Interactive, Graphic Design, & Motion Graphics projects. My proudest achievement while working at V2Works was naming an airline leasing company; Guggenheim Aviation Partners was rebranded to my chosen name of "Altavair." I worked on a team to create a cohesive branding/identity package as well as designing and developing the corporate website.

UX/UI Designer at Mazlo

August 2015 - January 2016 (6 months)

At Mazlo, a personal coaching startup in Seattle, I worked with developers to create a fully immersive web and mobile app experience where the users worked with personal coaches on a daily basis. I led user and field testing, drafted wireframes and user personas, as well as designed on brand web & mobile experiences including Mazlo's iPhone application and corporate website.

Head UX/UI Designer at AppLegions

May 2014 - June 2015 (1 year 2 months)

As the Head UX/UI Designer at AppLegions I worked with a variety of clients on mobile games and corporate websites in the US, China, and South Korea. I worked primarily on mobile projects in the US & South Korean gaming space. I designed UX for mobile games, websites, prize giveaways, and corporate events. I personally represented Applegions at the 2015 GDC in San Francisco using my extensive experience with public speaking.

UX Designer at Gametree

July 2013 - February 2015 (1 year 8 months)

At Gametree I was responsible for bridging the gap between design and technology delivering web, print, and interactive content. I was responsible for UX, development, and design for corporate websites and mobile games. I supervised game testing, program debugging, branding and identity, as well as visual solutions.

UX Tester at Merysol

February 2012 - July 2013 (1 year 6 months)

At Merysol, a local tech consulting company, I was responsible for testing user experience for html/css development software based in PHP. I reported results of UX bugs, usability and software issues as well as wrote up dossiers of recommended fixes. At Merysol I was also responsible for developing rudimentary web apps.

UX Development at DumbEyes

March 2011 - May 2012 (1 year 3 months)

At DumbEyes I created web applications including a twitter aggregator with flipboard app style layout. I also worked on Seattle's 1st Hill and Artwork marketing materials as well as Dumb Eyes in house magazine.

Education

Bellevue College

Computer Science, Application Development, 2013 - 2015

Art Institute of Seattle

Computer Science & Interactive Media, 2009 - 2012

Bellevue International School

9th Ranked Highschool in the USA

Activities and Societies: School Dj, Art Honor Society, Thespian Society, Pride-Wear Designer, Student Photographer

Honors and Awards

Advanced Placement Scholar with Honor, Art Honor Society Member,

National Thespian Society Member