EL BREWSTER · Front-End Engineer

Seattle, WA • brewsterel3@gmail.com • 303-720-1719 •
LinkedIn • GitHub

SUMMARY

Artist turned software engineer, bringing design and aesthetic intuition to UI/UX. Freelance painter with experience in physical and digital spaces. Experience with accessibility and involvement with the disability community, with the mindset "not about us without us".

SKILLS

Languages & Frameworks: JavaScript | React | React Router | Node.js | HTML | CSS/SCSS
Tools & Libraries: Git | GitHub| GH Pages | Vercel | npm | Vite |figma |Miro
UX/UI: User stories and personas | Accessibility practices
Currently Learning: Express & Knex | PostgreSQL | Docker | Heroku | Remix.js | Next.js

PROJECTS

Vintage Fit, Solo project **|**40 hours| GitHub Repo |App | API

Full-stack sewer & hobbyist app written with React's functional components and hooks on an Express server

- Designed user journeys with two user stories to create a smooth intuitive UX
- Performed end to end testing using Cypress testing suite
- Designed an API that provides pattern data for user to browse

PlayPals, Team Project| 50 hours|GitHub Repo | App

Full-stack mobile-first kids activities app with PostgreSQL database, Express server and Knex

- Acting PM for project: selected tech stack, ran meetings, delegated tasks
- Performed end to end testing using Cypress testing suite
- Stood up a database and back end to serve data to the front end in a Docker container

Movie Knight, Team Project| 40 hours|GitHub Repo |App

Developed a web application that gave users a way to browse and filter movies by rating.

- Created user profile stories to drive design planning
- Spearheaded conversation on branding and user-driven planning with slides and discussion prompts
- Co-created wireframe for app layout and functionality

PROFESSIONAL EXPERIENCE

Freelance Artist and Writer   **2013-2022**

- Specialization in oils, ink, pencil, page layout, composition & color theory.
- Interest in the text as image, image as text back-and-forth for virtual or material display.
- Project organization: formulated manuscript and storyboard for graphic novel
- Design with creative thinking to render high-level concept into visual representation

EDUCATION

Turing School of Software and Design, Denver, CO   **2023**

Certificate of completion in Front-End Engineering

1500 hours of programming experience over a 7-month intensive, ACCET-accredited software development program

University of Colorado Boulder, Boulder, CO   **2013**

Master of Arts, College Arts and Sciences Graduate Degree,
Major: Classics, Concentration in Ancient Greek