

ELI BREWER

VISUAL DESIGNER

🌐 enso.codes

✉ enso@enso.codes

📞 720.375.2131

🌐 linkedin.com/in/eli-brewer

PORTFOLIO

www.enso.codes

EDUCATION

University of Arkansas Little Rock, AR

Dec. 2023 (Expected)

B.A. in Web Design & Development

Minor in Information Technology

Minor in Digital Graphics

Google

Coursera

Dec. 2023 (Expected)

Professional UX Certification

SKILLS

User Experience Design

Agile Development

Journey Mapping

Wireframing

Prototyping

Usability Testing

Information Architecture

Visual Design

TOOLS

Adobe Creative Suite

Google Suite

Figma

Miro

Canva

Slack

Discord

EXPERIENCE

EnsoCodes

Freelance Designer | Mar. 2021 - Present

- Design interactive prototypes, write HTML and CSS for responsive mobile and desktop web projects, and conduct user testing.
- Create branding and art for live content creators including overlays, profile panels, and emotes.
- Research and evaluate ongoing market pricing for web hosting and make informative recommendations to clients based on project requirements.

Graphic Designer | Jun. 2011 - Dec. 2013

- Marketing content creator for live music events in Central Arkansas.
- Coached and mentored high school students in basic drawing concepts, painting, and digital graphics in Cabot and Jacksonville School Districts.

Arkansas Center for Data Sciences

Web and Graphic Design Intern | Aug. 2021 - Oct. 2021

- Remote based internship working with JIRA and Confluence in an Agile focused development framework with Inspiring Innovative Concepts, LLC.
- Worked in a small collaborative team environment and reported directly to the project manager while observing detailed specifications and immediate word of mouth change requests.

PROJECTS

Operation Triboulet

Visual Design Lead | Jan. 2023 - Feb. 2023

- Led design for a fan-made competitive Alternate Reality Game (ARG) based in the Destiny 2 universe in collaboration with r/DestinyTheGame Discord.
- Responsible for creation of wireframes and visual assets, implementation of mobile optimization, and implemented quick hotfixes upon user feedback.

Zerosev

Web Designer | Dec. 2021 - Jan. 2022

- Collaboration with Brian Alvarado, a 2D/3D Multi-disciplinary Designer, to design a website to showcase his professional working portfolio.
- Project utilized Adobe XD for wireframing and prototyping, Trello for project management, Planyway for Gantt Charts and time tracking, and Discord for communication.

Arripe Gladium: Season of the Plague

Front-End Web Developer | Mar. 2021 - May 2022

- Designed and prototyped website project for a conceptual Destiny 2 fan-made season of content titled "Season of the Plague."
- Conducted usability testing via survey and analyzed ongoing site traffic with Google Analytics to optimize website performance, increase user engagement, and improve visibility on the web.