

Eli Brewer

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OBJECTIVE

Visual Designer with 3 years of experience in digital design and front-end development. Seeking an entry-level or junior position to leverage a bachelor's degree in Web Design & Development, freelance experience, and creative assets to help support companies and their clients.

EDUCATION & CERTIFICATIONS

B.A. in Web Design & Development | University of Arkansas at Little Rock Graduated Dec 2023

Google Professional UX Design Certification | Google by Coursera Awarded Dec 2023

EXPERIENCE

Freelance Designer Jun 2011 - Dec 2013, Mar 2021 - Present

Enso.codes | Cabot, AR

- Establish branding and manage communities for 4 content creators on Twitch including overlays, profile panels, social media graphics, widgets, and emotes.
- Brand and marketing content creator for ElectroniQ live music events located in Little Rock, AR.
- Coached and mentored 20 high school students in basic drawing concepts, painting, and digital graphics in Cabot and Jacksonville School Districts.

Social Media Intern Jul 2023 - Sep 2023

Wildwood Park for the Arts | Little Rock, AR

- Managed, created, and cross-promotional content for various park events including the 3rd Annual Little Rock Yoga Festival on Facebook and Instagram resulting in 400+ attendees.
- Responsible for captioning of short form video content on Instagram Reels to increase user engagement.

Policy Development Coordinator Jan 2022 - Jan 2023

Allen Flores Consulting Group | Searcy, AR

- Maintain and update policies, procedures and state guidelines in clinical forms, manuals, and reduction programs using Microsoft Word and Adobe Acrobat.
- Creation of PDF documents, scheduling, and posting monthly online training; maintain company website, creation and optimization of web page graphics.

Web/Graphic Design Intern Aug 2021 - Oct 2021

Arkansas Center for Data Sciences | Little Rock, AR

- Remote based internship working with JIRA and Confluence in an Agile focused development framework with Inspiring Innovative Concepts, LLC.
- Lead 2 creative projects for print and web design and reported directly to the project manager while observing detailed specifications and immediate word of mouth change requests.

PROJECTS

Visual Design Lead Jan 2023 - Feb 2023

Operation Triboulet | Online - twitter.com/DTG_Triboulet

- Led the UI design, wireframing, and prototyping for a fan-made competitive Alternate Reality Game (ARG) in collaboration with the r/DestinyTheGame Discord Server.

- Created 30+ visual assets, optimized website for mobile use, and launched hotfixes based on user feedback during testing and post-launch.

Front-End Web Developer

Mar. 2021 - May 2022

Arripe Gladium | *Online* - twitter.com/arripegldium

- Designed and prototyped a mobile responsive website for a fan-made Destiny 2 season of content titled “Season of the Plague” in collaboration with 25 other artists and content creators.
- Analyzed on-going site traffic patterns with Google Analytics, conducted small scale usability studies, and further optimized for 2.8k users on mobile.

SKILLS

Skills: User Experience Design, Agile Development, Journey Mapping, Wireframing, Prototyping, Usability Testing, Information Architecture, Visual Design, Branding, Typography, Color Theory, Vector Art

Tools: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Figma, Canva, ProCreate, CapCut, Miro, Trello, Slack, Discord