

Brendan Cecere

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Objective: A full time position in the design, development, or research of digital applications where I can utilize my skills in user experience, web development, quality assurance, business analysis, and virtual reality development.

Skills

UX Research & Design

- UX Research: user personas, usage scenarios, user testing, competitive analysis
- UX Design: wireframing, prototyping, responsive design, information architecture, interaction/graphic design
- Design Applications: Balsamiq, Adobe Photoshop, Illustrator, Autodesk Maya

Web / Software Development Skills

- Development: HTML, CSS, javascript, jQuery, AngularJS, Wordpress, Bower, Grunt, Node, Drupal, Java, C++/C#
- Agile methodologies: Sprint planning, user stories, agile testing, velocity tracking, scrum
- HTC Vive, Unity3D, Webstorm, Sublime Text 3, Github, Jira, IntelliJ

Education

Georgia Institute of Technology, Atlanta GA

Masters of Science in Digital Media

Expected May 2018

Georgia Institute of Technology, Atlanta GA

Bachelor of Science in Computational Media

Graduated August 2013

- Dean's List

Experience

Turner Broadcasting - Sports & Entertainment, Atlanta GA

Fall 2016

Web Development Technology Intern for PGA/Rydercup Digital

- Worked with developers, technical managers, and product managers to assist in the development and testing of the 2016 Rydercup website as well as the PGA Championship site. Primary contributions include updating media content in Drupal 7, testing site functionality, and fixing javascript issues.

Perkins+Will, Atlanta GA

2015-2016

UX/UI Designer + Front-end Development Intern

- Collaborated with the UX lead to design applications based on business requirements defined by the CIO.
- Aided in the development of user stories and usage scenarios to define application scope.
- Leveraged Google's Materialize framework to help produce a branded pattern library, team website, as well as other various internal applications to improve company processes and efficiencies.
- Utilized libraries such as AngularJs to develop the responsive front-end interface for internal applications.

Freelance Web Developer, Atlanta GA

2015-Present

- I work with several clients designing and developing their business websites.
- Can work with Wordpress or custom frameworks to meet business needs.
- Emphasis on UX, lead generation and conversion

BetterCloud Inc, Atlanta GA

2013-2015

Functional Analyst

- Worked with developers and product owners in an Agile environment. Responsibilities include creating user stories, acceptance criteria and acceptance tests as well as manual testing of functionality provided by the developers for each sprint.
- Analyzed business requirements and wireframes, architected test plans, communicated test results and daily statuses, articulated issues found with steps on how to reproduce, tracked defects and provided quality metrics.

BlackRocket Labs, Atlanta GA

Summer 2011

3D Modeler/Animator/JavaScript Programmer

- Created various 3D models for BlackRocket's *Re-Use Café*. The models were imported from Maya to Unity and placed in the app's interface. Also, utilized JavaScript to create multiple object animation scripts.

Projects

StrangVR Things (VR Developer, Interaction Designer) – MS Digital Media

Fall 2016

- Worked in team of 4 to ideate, design, and develop a VR experience based on the *Stranger Things* TV show. We extended the experience of the TV Show by providing off-screen scenes as VR experiences, allowing the user to go through a piece of the story that is not explicitly shown on screen. As the sole developer, I designed and developed the user interaction for Unity3D + HTC Vive.

Other Activities

Georgia Tech Mens Lacrosse Team, Boys Youth Lacrosse Coach, Boys Youth Basketball Coach, WREK 91.1FM Staff Member; Co-Host/Sound Engineer for Sci-Fi Lab Specialty Show, Martial arts practitioner