

BRENDAN S. LEWIS

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EDUCATION

Indiana University – Indianapolis, IN
Bachelor of Science in Media Arts & Science

- Graduate of the Luddy School of Informatics, Computing, and Engineering
 - Recipient of the Norman Brown Leadership Scholarship, a competitive four-year scholarship recognizing academic excellence, leadership, and community impact.
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SKILLS SUMMARY

- **Programming Languages:** TypeScript, HTML, CSS, C#, Python, SQL
 - **Programming Frameworks:** React, Next.JS, Node.JS, Hono, Zustand, Tanstack, SWR, TailwindCSS
 - **Tools:** Figma, Adobe Suite, Warp, Cursor, Notion, Claude, Unity
 - **Problem-Solving & Critical Thinking:** Quickly analyze challenges and develop effective solutions.
 - **Collaboration & Teamwork:** Work effectively in team settings, contributing ideas and support colleagues.
 - **Adaptability & Learning Agility:** Quickly learn new technologies and adjust to changing tech environment.
 - **Time Management & Multitasking:** Prioritize tasks and maintain efficiency in fast-paced environments
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WORK EXPERIENCE

Junior Frontend Developer | Portland Trail Blazers October 2025 – Present

- Designed wireframes and high-fidelity prototypes in Figma to convert to fan-facing experiences that drive engagement and excitement.
- Assisted in testing and maintaining internal company software to increase productivity across teams and streamlining workflows.
- Collaborated across multiple internal teams to develop and deliver on multiple Trail Blazer marketing campaigns to turn convert viewers to buyers.
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Volunteer Web Developer – *NYC Auto Museum* May 2025 – July 2025

- Collaborated with other developers to design and maintain the web experience, focusing on clear presentation of museum history and goals.
- Implemented site updates to ensure web content is up to date for all web visitors.
- Assisted in trouble-shooting issues in the front end of the web application to improve reliability.

Freelance Game Developer | Benjamin Harrison Presidential Site August 2022 – December 2022

- Defined core gameplay flow for an educational game while managing scope to ensure deadlines are met.
- Led a cross-disciplinary team of developers, artist, and designers to develop and deliver a clean prototype for the next team.
- Tested the gameplay experience for bugs and discrepancies for a cohesive experience.