BRANDON FREEMAN

INTERFACES / SYSTEMS / AUDIO

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SUMMARY

Multidisciplinary technologist with 10+ years of front-end and systems experience and deep daily use of generative AI and coding agents. Automates build, QA, and deployment workflows and ships AI features behind human-in-the-loop review gates with documented conventions.

SKILLS & TECHNOLOGIES

AI Coding Agents: Cursor, Claude Code, ZCode, Antigravity, OpenCode, VS Code Copilot

AI Techniques: Prompt design, LLM integration (Cloudflare Workers AI), confirm-gated agent workflows, human oversight

AI Tools: ChatGPT, Gemini, Duck.ai, AI audio tools

Engineering: HTML5, CSS3, JavaScript, TypeScript, React, Node, Vite, Web Audio API, Java, PHP, Python, SQL/MySQL, REST APIs, Git

Data & Reporting: Google Analytics, UTM taxonomy, conversion tracking, data validation, documentation

Campaign Ops: Email campaign platforms, paid media landing pages, campaign naming conventions, QA

Systems & UI: UI/UX Layouts, Systems Architecture, Responsive Frameworks, Figma, Adobe Suite, WCAG Accessibility

PROFESSIONAL EXPERIENCE

Front-End Developer & UX/UI Designer · Freelance / 1099 · 2014 – Present

- Architect and deploy responsive web applications and high-fidelity interfaces with strict WCAG standards and performance budgets.
- Build and QA campaign infrastructure: landing pages, email templates, analytics tags, UTM taxonomy, conversion tracking.
- Automate build, asset, and deployment pipelines with Node, Python, and shell scripts, shrinking hero images from 1.6 MB to ~50 KiB.
- Direct AI coding agents through written briefs, structured prompts, and review gates to ship production front-end code.

Graphic Design & Technology Associate · National Center on Shaken Baby Syndrome · 2010 – 2012

- Engineered digital campaign infrastructure and user-facing web interfaces, including email production and list workflows.
- Maintained cross-platform visual consistency across complex communication pipelines.

ActionScript / Web Developer · HIT Web Design · 2009 – 2010

- Developed high-performance interactive interfaces, microsites, and rich-media components using core web architectures.
- Collaborated within cross-functional environments to optimize front-end assets and reduce interaction friction.

CORE CASE STUDIES

MiniDAW · AI-Collaborator DAW (C++ / JUCE, macOS) · In Development

- Dual-agent design: an execution agent plans mix actions behind a confirm gate; every AI-proposed change holds for human approval.
- A chat agent explains each decision; verification runs an 833-step UI simulation and agent suites at 103/103 and 867/867.

Loomer · LLM-Driven Web Instrument (Tone.js, Cloudflare Workers AI) · Live

- Natural-language control of a generative music engine, with a keyword fallback that keeps it playable when the model is down.

Enterprise Trail & Conservation CRM · Weber State / Trails Foundation of Northern Utah · 2019 · Capstone

- Engineered a server-side CRM to replace fragmented donor and volunteer tracking: secure auth, normalized schema, optimized queries.

Adaptive POS Architecture · Assistive Technology System · 2019 · Award Winner

- Engineered a high-accessibility point-of-sale architecture for users with severe physical and cognitive constraints, securing Second Place at the National Institute for Empowerment Design Competition.

EDUCATION & CREDENTIALS

BS in Computer Science · Weber State University · 2012 – 2019
MS in Music Technology (Coursework) · Southern Utah University · 2019 – 2020