

Jacob A. Berendes

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Minneapolis, MN
On [LinkedIn](#), [GitHub](#)

OBJECTIVE

Passionate about developing cutting-edge software solutions that enrich lives and empower individuals, while fostering a collaborative team environment for collective growth and success.

PREFERENCES

Excels at prioritizing customer and team experiences, specializing in frontend development to deliver intuitive interfaces and providing pre-designed components to streamline the workflow of fellow engineers and developers. Adopts a tool-agnostic approach, ensuring the use of the most suitable tools for optimal outcomes. Demonstrates inventiveness selectively, contributing novel solutions when essential or within a framework of creative freedom.

TECHNICAL SKILLS

Skilled in full-stack application development, API design, and data modeling. Experienced in deploying applications in federated cloud or monolithic environments.

Frontend Technologies

Languages: JavaScript, TypeScript, HTML, CSS, Sass
Frameworks: React, Vue, Angular, Svelte
Libraries: Tailwindcss, Stimulus, HTMX
Tools: Webpack, Yarn, Git

Other Technologies

Hybrid Mobile: React Native, Ionic
Desktop: Electron
CMS: Wordpress, Comfy

Backend Technologies

Languages: Node.js, Ruby, PHP, C#, Java
Frameworks: Express, Ruby on Rails
Additional: RegEx, Markdown

Collaboration & Project Management

Tools: GitHub, Slack, Jira, Trello, Basecamp, Codepen.io

PROFESSIONAL EXPERIENCE

Fullstack Engineer & Creative Contracting [jacobberendes.com](#) Software Engineering, UI/UX, Creative

Minneapolis, MN
Feb 2016-Present

Clients: **Lab 651, Ecological Defense Group, Manage America, aftercode**

Contribute to software engineering, UI/UX, and creative tasks. Provide multifaceted support across development, design, and customer experience domains, resulting in the successful delivery of high-quality products and services for each organization.

Meet project requirements efficiently and effectively, leading to the development of robust and scalable solutions.

Utilize a variety of technologies including JavaScript, React Native, React, JQuery, Node, AWS, MVC, MV*, HTML, CSS, WordPress, and more, ensuring the adoption of appropriate tools, frameworks and best practices.

Logo creation. Some currently in use include:

[Recursive Awesome, LLC](#)

[Emerging Technologies North](#)

[AppliedAI](#)

Resonant Cavity, LLC *resonantcavity.com*
Co-founder | Pixel Kingpin

Minneapolis, MN
June 2012-Present

Apps: **Voloco (Android), Voloco (iOS), Voloco Producer plugin**

Create character illustrations for social media platforms using Autodesk Sketchbook and Illustrator, enhancing brand identity and engagement, resulting in increased visibility and audience interaction.

Conduct beta testing for the Voloco Producer plugin and the Voloco Android app, providing valuable feedback and insights to improve product functionality and customer experience, leading to enhanced product performance and customer satisfaction.

Led creative direction, design, and UX for Voloco and AutoFugue mobile apps (iOS and Android) using tools like Photoshop, Illustrator, Figma, Android Studio, and XCode, resulting in visually appealing and customer-friendly apps, contributing to increased downloads and positive customer reviews. (2012-2017)

Managed design, development, and social marketing materials for ResonantCavity.com, ensuring consistent branding and messaging across various channels, ultimately driving website traffic and customer engagement. (2012-2017)

Contributed to growth hacking initiatives, implementing strategies to rapidly grow the customer base and increase brand visibility, resulting in expanded market reach and improved business performance. (2012-2017)

Lab 651 *lab651.com*
Senior Software Engineer

St. Paul, MN
Sep 2017-Apr 2024

Clients: **MyHappyCamper (HabitAware), BetterUp, Kenmore, Livemore, Diehard, Vitals, URTurn**

Developed features and components for BetterUp enhancing customer experience and functionality, leading to increased customer engagement and satisfaction.

Designed and developed API endpoints for Kenmore, Livemore, Diehard, and Vitals websites, facilitating seamless communication between frontend and backend systems, resulting in improved website performance and reliability.

Developed Livemore, Diehard, and Vitals websites delivering visually appealing and responsive sites, attracting more visitors and driving higher conversion rates.

Contributed to Vitals mobile and web apps enhancing app functionality and UI design, leading to increased customer satisfaction and retention.

Undertook prototyping, UI/UX, and development tasks for various clients, providing innovative solutions and customer-centric designs, meeting client requirements effectively and ensuring high-quality deliverables.

Tech utilized: Ruby on Rails, Phoenix, Elixir, JavaScript, Web Components, Angular, React, React Native, Ionic, jQuery, Tailwindcss, CSS, Sass, AWS (S3), WordPress REST API, Wordpress Plugins, Git, Handlebars, HTML, Docker, PHP

aftercode
Software Engineer Contractor

Minneapolis, MN
Feb 2016-Feb 2017

Played a foundational role in software development and architecture laying the groundwork for robust and scalable applications, resulting in the delivery of high-quality software solutions that met project requirements and exceeded client expectations.

Engaged in app and component creation, styling, prototyping, and ideation, contributing to the development of visually appealing and customer-friendly applications, facilitating customer interaction and satisfaction.

Code 42 Software, Inc. *code42.com*
Senior Software Engineer

Minneapolis, MN
May 2011-Oct 2015

Developed the C42-UI framework to enhance productivity and reduce code redundancy, resulting in streamlined development processes and improved code maintainability across projects.

Contributed to app development, reusable components, customizations on material-ui, and optimization of web fonts, leading to the creation of efficient and visually appealing web applications, enhancing customer experience and engagement.

Tech utilized: Node, Express, Gulp, Webpack, React, Angular, Electron, HTML, CSS, Sass, Ruby On Rails

Minneapolis, MN

Miami Ad School *miamiadschool.com*

July 2007-2013

Teacher/Instructor

Developed a 10-week course emphasizing UI/UX principles in Animate CC, empowering students with valuable animation and UX design skills to create customer-friendly digital products. Provided mentorship to students in setting up online portfolios, enhancing their career prospects in the design industry.

Recursive Awesome, LLC. *recursiveawesome.com*

Minneapolis, MN

Ruby Developer/Front-End Developer

Feb 2011-Dec 2011

Improved BestBuy.com's Cart and Checkout with a pre-checkout upsell feature, boosting average order value and customer satisfaction. Developed web applications for multiple clients to enhance customer experience and provide additional services. Created task automation scripts to streamline development workflows, saving time and resources for the team.

Artropolis, Inc. *artropolis.com*

Golden Valley, MN

Web Design/Development Specialist

July 2005-Feb 2011

Designed and developed web applications and games to enhance customer experience and engagement with interactive digital experiences. Created custom CMS modules to efficiently meet specific project requirements and provide tailored content management solutions.

EDUCATION

University of Wisconsin - La Crosse

Bachelor of Science, December, 2003

ADDITIONAL ACTIVITIES

As a collaborative artist under the moniker dub^Λjart, I find joy in exploring visual expression and sharing my creations online **@dubjart** as well as displaying my art in the community and galleries.

I'm passionate about creative coding and algorithmic art, using technology as a canvas to create mesmerizing digital artworks.

Being a board game enthusiast fuels my imagination and strategic thinking, providing endless adventures and challenges to immerse myself in.

On [Linktree](#)