

# Glenn R. Berry

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**Summary:** Front-End Web and Multimedia developer experienced in delivering responsive and efficient websites, immersive interactive kiosks/installations, video, graphic design, and animation.

<b>Languages/Tools</b>	Vue.js, Javascript ES6, GraphQL, WebPack, HTML5, CSS3, SCSS, PostCSS, TailwindCSS, Adobe XD, Figma, Sketch, AS3. Working knowledge of Typescript, C#, SQL, PHP, Perl, and JSP.
<b>Multimedia Tools</b>	Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Touchdesigner, Adobe Animator, Ableton Live, Adobe Audition, 3DS Max, Softimage.

## Relevant Work Experience

**Soro Software** – Seattle, WA. 2016 – Present

*Senior Front-End Engineer, Co-Founder*

Responsible for all aspects of the Front-End technology decisions for an industry-specific SaaS platform – a B2B CRM & Sales Analytics SaaS offering for cannabis growers in the legal Washington cannabis industry. Soro facilitates 20% of all sales between Growers to Dispensaries in WA State. We regularly delivered 15% improvement in sales for our customers within 90 days of onboarding.

Duties included research, planning, component design and coding, library versioning, testing, and all other Front-End tasks necessary to deliver the platform to our customers.

- Primary decision-maker and engineer for Soro's customer-facing CRM application.
- Implemented a mobile-first, responsive design, with a meticulous approach to providing user interfaces that are understandable at a glance and tailored to the cannabis industry's unique workflows and requirements.
- Created an organized, modular codebase to avoid technical debt and be flexible for future needs.
- Crafted and executed a decision-making process to evaluate 3rd party services and libraries for features/benefits/cost and technical savings.
- Integrated multiple 3rd party services such as Google Maps, HighCharts, Filestack, and Auth0 into a seamless customer experience.
- Key resource for UI/UX and design decisions.
- Collaborated and strategized with Product Manager on new features, user workflows, and product roadmap.

**Starbucks** – Seattle, WA. 2008 – 2015

*Front-End Web/Multimedia Developer*

Built responsive, dynamic websites integrated with a C# back-end and internal/external APIs in an agile development environment. Worked with the Starbucks innovations team conceptualizing, prototyping, and executing innovative in-store experiences.

### Highlights:

- Developed, integrated, and managed the implementation of the Starbucks Media Player and video content-management system.
- Unified independent Starbucks international websites into a single template-based, content-managed website available in over 30 languages with region specific features.

- Concept, design, and prototype work for “Magic Chalkboard”, an IR touchscreen that allowed children to draw over real-time video converted to “chalk” outlines. Built for the Starbucks cafes at Disney Land and Disney World.
- Concept, design, and creation of over 2 hours of video content for the Coffee Passion Wall, a six by three video screen matrix displaying “moving paintings”. Currently on display at the Starbucks cafes at Disney Land and Disney World.

**Saltmine Inc. – Seattle, WA. 2006 – 2008**

*Front End Web/Flash Developer*

Designed and developed web sites and kiosk-based interactive Flash projects. Graphic Design and production. Clients included Intel, Microsoft, Corbis, Zumiez, Wieden + Kennedy, Intrinsyc, and Expedia.

**Freelance Web Design and Flash Development – Seattle, WA. 2002 – 2006**

Designed and developed html and flash projects/websites, assisted or refactored existing projects on a contract basis. Clients included Microsoft Studios, Tattoo Media, Fluent Communications, Saltmine Inc., Bank of America, and Regent Blue Cross.

**The Cobaltgroup Inc. Seattle, WA 1999 – 2002**

*Associate Developer/Design Integrator*

Assisted in the creation of server-side web applications and templating systems using Perl and JSP. Implemented navigation/GUI, contributed to design. Clients included such Fortune 500 companies as Lexus, Toyota, Subaru, and Volkswagen.

**Education:**

**University of Minnesota** Minneapolis, MN 1988 – 1992

**School of Communication Arts** Minneapolis, MN 1995 -1996

Certificate in Computer Art and Animation

Certificate in 3D Character Animation

**Professional Development**

On-going courses via Front-End Masters and Code School

OWASP Certification (yearly) 2010 – 2014

Certificate in Agile Development 2014

Touch Designer Workshop 2015

*References available upon request*