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.

Languages/Tools	Vue JS, Javascript ES6, GraphQL, WebPack, HTML5, CSS3, SCSS, PostCSS, Tailwind, AS3. Working knowledge of C#, SQL, PHP, Perl, and JSP.
Multimedia Tools	After Effects, Photoshop, 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. Duties included research, planning, component design and coding, library versioning, testing, and all other front-end paradigms & tasks necessary to deliver the platform to our customers. Also assisted heavily with UI/UX and design decisions.

- 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 workflow.

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.

- 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 in Max/MSP and Touch Designer 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, Intrynsic, 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 Volkswagon.

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

University of Minnesota – Minneapolis, MN   1997 - 1998
Relevant coursework:
Electronic Art 1602
Electronic Art 3620
Drawing I 1101
Electronic Music 1606

Seattle Central Community College – Seattle, WA   2002
3D Studio Max Intermediate
3D Studio Max Advanced

Professional Development
OWASP Certification (yearly) 2010 - 2014
Certificate in Agile Development 2014
Touch Designer Workshop 2015

References available upon request