

# Brandon Jenniges

I'm an iOS and Android Developer who loves tackling new and exciting challenges.

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## EXPERIENCE

### **Bleachr LLC, Minneapolis, MN - iOS Developer**

April 2016 - PRESENT

Developing native iOS applications for various baseball teams and tennis tournaments using Swift. High quality user interfaces built using Texture (AsyncDisplayKit) and free flowing data using RxSwift.

### **Jump Technologies, Inc., Eagan, MN — iOS Developer**

May 2015 - April 2016

Developed native iOS applications using Objective-C and Swift. Used technologies like Core Data, Core Location, Core Graphics, Auto Layouts, Storyboards, Size Classes, JSON, RESTful Web Services and Bluetooth to implement new features. Created unit and UI tests run on Xcode Server to ensure reliable code.

### **Menards, Eau Claire, WI — Mobile Developer**

September 2013 - May 2015

Developed native Android and iOS applications. Used Objective-C, Swift, JSON, RESTful Web Services, Git and Jenkins CI to implement, test, and release new features for the Menards app on the App Store.

### **MTS Systems Corporation, Eden Prairie, MN — Mobile Product Developer Intern**

October 2012 - August 2013

Helped create and publish MTS Echo app to Play Store and App Store using Phonegap. Also worked on MTS Echo website using PHP, JavaScript, CSS, and HTML5.

## EDUCATION

### **Southwest Minnesota State University**

Jan 2010 - December 2013

B.S. Degree in Computer Science

## SKILLS

Proficient in iOS Development using Objective-C and Swift, Android Development using Java.

Experience with HTML5, CSS, Javascript, Jenkins CI, Git, SVN, JSON, RESTful Web Services, Websockets, Reactive Programming

## PERSONAL PROJECTS

Rampaging Dragons iOS and Android game built using SpriteBuilder and Cocos2d. Available on App Store and Play Store.

Football College Trivia iOS and Android application created using Swift for iOS and Java for Android. Available on App Store and Play Store.

Wage Calculator Android Application available on Play Store.