

# Brandon Jenniges

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

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## EXPERIENCE

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

May 2015 - PRESENT

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.

### **Explore Information Services, Marshall, MN — Software Developer Intern**

April 2012 - October 2012

Created data parsers in C# that gathered information from various sources including spreadsheets, HTML pages, and PDF documents.

## EDUCATION

### **Southwest Minnesota State University**

Jan 2010 - December 2013

B.S. Degree in Computer Science

- Focus: Mobile Development
- 3.44 Major GPA | 3.38 Cumulative GPA

## 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, Gradle

## 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.