Brandon Jenniges

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

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EXPERIENCE

Bleachr, Minneapolis, MN - iOS Developer

April 2016 - PRESENT

Developing native iOS applications for various sports teams using Objective-C and Swift. High quality user interfaces built using PaintCode. Fastlane, Fabric Beta, and Jenkins used create a continuous beta delivery system.

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

May 2015 - April 2015

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, 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.