JENS BRANDENBURG

Web developer

DETAILS

Address
Koloniestr. 27
13359 Berlin
Germany

Contact
Email   LinkedIn
Github   Portfolio

Date of Birth: 26.01.1981
Nationality: German

SKILLS

Languages & Frameworks
JavaScript, TypeScript, React, HTML, CSS, Tailwind, Vue.js (basic)

WebGL & 3D
Three.js, React Three Fiber, GLSL (basic). Unity, 3ds Max, Blender (basic)

Backend & Tooling
Node.js, Git, SVN, Vite, Parcel, Postgres (basic), Express (basic)

Design Tools
Photoshop, Substance, Zbrush, Figma (basic), Premiere (basic)

Project Management
Agile, Kanban, Trello, Phabricator

LANGUAGES

German (native), English (near-native), French (intermediate), Spanish (hola!)

EDUCATION

SPICED Academy
Full Stack Web Developer (2019)

Games Academy
Game Artist (GA) (2010–2012)

Freie Univ. Berlin (2006-2009)
History / Pol. Sci. (BA, not completed)

PROFILE

I am a Frontend Developer with a strong focus on React, and bring several years of experience building commercial websites and immersive browser-based tools, at times incorporating 3D- and WebGL-content. With a background in game art and 3D modeling, I'm uniquely positioned to contribute to projects requiring both technical implementation and visual expertise. I am comfortable collaborating in agile teams, or owning features independently.

RECENT PROJECTS

DESIGN YOUR RING – Vragments GmbH, 2022–2024
React-based wedding ring configurator for Henrich & Denzel
- Fully interactive 3D UI for previewing Rings, with React-Three-Fiber. Accesses ERP via GraphQL
- Custom shaders, shape extrusions generating new geometry on demand, boolean operations.
- Worked closely with ring designers and product team for maximal visual fidelity

FADER 360 – Vragments GmbH, 2022–2023
Built frontend of a 360°-video storytelling tool, as part of EU project "Mediaverse"
- Created 3D Scene Structure and UI, programmed both player and editor components
- Integrated backend content and custom video handling, subtitle-ready for 360deg-video
- Prototyping and Feedback loops with Deutsche Welle, among others

BROTHERLAND – Freelance, 2022-Present
Digital accessory to a photo exhibition, portraying former "Contract Workers" in East Germany
- Implemented a highly customized design in HTML/CSS
- Used templating to scale to dozens of unique layouts via PostHTML Includes
- Mobile & Desktop versions

BER AIRPORT – Vragments GmbH, 2021
Award-winning interactive fly-through of Berlin's airport for Tagesspiegel.de
- Completed all visual aspects of the experience – 3D, shading, CSS
- Uses Vragment's "Scrollmersive" code, which I helped develop
- Winner of "Medienpreis Luft- und Raumfahrt", as well as "Deutsche Reporterpreis" (Multimedia)

Please do check my portfolio for further projects

EMPLOYMENT HISTORY

Web Developer & 3D Artist / Vragments GmbH / 2019-2024 / Potsdam
Built immersive, interactive web tools combining React and 3D tech. Led frontend development for several coding projects. Wrote shaders, particle effects, animations for 3D / Realtime Viz projects.

Freelance Web & 3D Developer / 2014-Present
Delivered websites, 3D assets, and custom UI solutions for cultural orgs, media startups, and artists. (details on portfolio)

Game Artist / Sixteen Tons Entertainment / 2013–2014 / Potsdam
Created 3D assets and animations for Real-Time-Strategy games (mostly the "Emergency" series), working closely with engineering team during integration of new 3D engine.