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. Science, not completed

PROFILE

Frontend Developer with a strong focus on React, WebGL, and interactive 3D experiences. I bring several years of experience building modern web applications and immersive browser-based tools. With a background in game art and 3D production, I'm uniquely positioned to contribute to projects requiring both technical implementation and visual expertise. 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
- Built full interactive 3D UI for previewing Rings, with React-Three-Fiber
- Custom shaders, shape extrusions, booleans
- Worked closely with ring designers and product team

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
- Integrated backend content and custom video handling, subtitle-ready
- Prototyping and Feedback loops with Deutsche Welle, among others

BROTHERLAND – Freelance, 2022
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
- 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.