Jens Brandenburg

Frontend Web Developer & 3D Generalist
Berlin / Remote

[Portfolio](#) | [Email](#) | [linkedIn](#) | [Github](#)

Hi! I'm a Frontend / React Developer with several years of experience building websites and WebGl experiences.
Having shifted to web development from working as a 3D artist in the Gaming industry, I can provide knowledge in - and passion for - both fields to any project. I can move ideas forward as part of a team, as well as work efficiently on tasks on my own.

Some Skills

	Web / Code	3D / Design / Games	Other	Languages
Experienced in:	- Javascript - React - CSS / TailwindCSS - HTML - Three.js / WebGl - Typescript	- Autodesk 3D Studio Max - Adobe Photoshop - Adobe Substance - Adobe Premiere - Unity 3D	- Git - Phabricator - Trello	- German (native) - English (near-native) - French (intermediate)
Have worked with:	- Vue.js - GLSL - Maxscript - Ionic Framework - Express / Node - Handlebars - Vite / Webpack / Parcel	- Autodesk Maya - Pixologic Zbrush - Autodesk Mudbox - Blender - Adobe Illustrator - Gimp, Inkscape - Unreal Engine	- Perforce - SVN - Kanban - Agile Management	- Spanish - Dutch - Esperanto (yup!)

Some Recent Projects

2022 – 2024:
Vragments GmbH

[Design Your Ring](#) – Customize wedding rings by size and width, change metals, add diamonds and engraving text
Developed a 3D frontend w/ React and React Three Fiber (a wrapper for three.js). Built components for configuration, created custom shaders and effects, extrude geometry from profile shapes in realtime, set up boolean operations for diamonds.. and lots more

2022 – 2023:
Vragments GmbH

[Fader 360](#) / Mediaverse – Combine various media to create a story in 360 degrees
Built the frontend part of a 360° storytelling tool, using React and React Three Fiber. Created scene structure w/ camera controls, built components for options & adding media from backend to scene, enabled subtitling for background 360 video

2022 – 2023:
Freelance Web Dev

[Brotherland](#) – Site for photo project about the fate of former "contract workers" in East Germany
Mostly HTML and CSS site, incorporating photos and audio interviews. Heavy use of templating to generate large amount of pages, and much detailed css for unique look of "virtual exhibition" pages as per customer request.

Many additional projects, as well as images, are listed on my [linkedIn page](#) or my [website](#), feel free to visit them for more information.

Experience

2019 – 2024:	Full Time Web Developer & 3D Artist, Vragments GmbH, Potsdam
2019 – current:	Freelance Web Developer
2014 – current:	Freelance 3D Artist
2013 – 2014:	Full Time Game Artist, Sixteen Tons Entertainment, Potsdam

Credentials

2019:	Full Stack Web Developer – SPICED Academy Berlin
2010–12:	Game Artist (GA) – Games Academy Berlin

Again, [linkedIn](#) hosts a more complete overview. Do contact me with inquiries.
Regards, Jens Brandenburg