Ginny Brewer Pennekamp

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Creative, curious and motivated iOS app developer with over 10 years experience working in large-scale, high-pressure storytelling, project management and marketing/media capacities. My goal is to create and maintain mobile apps that promote exploration and curiosity with inventive and fun UIs. I love to be challenged – I'm passionate about learning new tech and new techniques. Dependable and detail-oriented, I create strong, readable and maintainable source code.

Professional Experience

iOS Developer   2014 - Present

Technical Skills:

- *Languages*: Swift, Python, HTML/CSS, JQuery, JavaScript, node.js, JSON, Objective C and SQL
- *Development Software*: XCode, Sketch, Sublime Text, Git and GitHub
- *iOS Libraries*: Animation, AutoLayout, AVFoundation, Cocoa, Cocoa Pods, MapKit, UIKit, URLSession, Unit Tests
- *Web Development Frameworks*: Kitura, Django, Flask and Bootstrap
- *Databases*: Core Data, Firebase, Parse, SQLite, MySQL

Name That Truck: https://github.com/ginnypx1/NameThatTruck   May 2017

- Engaging game allows children to identify & learn about trucks. Available in the AppStore: http://apple.co/2sp9Gb2
- Engineered using Xib views, AVAudioFoundation, Core Data, Firebase Analytics, Cocoa Pods and the Flickr API.

Virtual Tourist: https://github.com/ginnypx1/VirtualTourist   April 2017

- Allows the user to travel the world via iPhone, pinning locations and saving Flickr images taken at that spot.
- Built using CoreData, URLSession, JSON Serialization, MKMapKit, UserDefaults, Reachability and the Flickr API.

MemeMe: https://github.com/ginnypx1/MemeMe2.0   February 2017

- Designed to allow users to modify an existing or just-taken photo to share on social media as an original meme.
- Created using UITableView, UICollectionView, UIImagePickerController, UITextFields & Keyboard Notifications.

RozWorx: http://www.RozWorx.com   December 2016 – present

Freelance Web Developer

Designed a multi-page responsive website to draw customers to Roz Weisberg's freelance book editing business.

- Created using HTML5/CSS3, Bootstrap4, Unsplash, Photoshop, and hosted on GitHub pages.
- Tracked with Google Analytics, currently has over 100 views. Twitter cards are enabled for the site.

Jon Shestack Productions: Warner Bros.   *Los Angeles, CA*   June 2001 – June 2011

Producer, Creative Executive

Discovered, sold and produced the feature films "Before I Fall" ($13 million worldwide), "Dan In Real Life" ($47m worldwide), and "Ghosts of Girlfriends Past" ($102m worldwide). Spearheaded day-to-day supervision for over 30 feature film and television projects in active development at several major studios: supervised a staff of diverse high-profile freelance agents and internal personnel, determined treatment and scope of proposed productions, interviewed and hired talent and staff, facilitated communication between hired talent, office staff and studio executives.

- Conceptualized, cultivated and advanced original and submitted ideas into produced film and television projects.
- Scouted and hired talent: screenwriters, directors and actors. Reported on marketing, media and consumer trends.

Executive Assistant to the President, Jon Shestack

- Invented and integrated administrative systems for a start-up small business, budgeted and purchased hardware technology, created shared rolodex and submission software, filing databases, payroll logs and calendar systems.
- Handled general office requirements for film production company and autism foundation, including scheduling, travel, dictation, composition and mailing of routine correspondence.

Education

Udacity Nanodegree in iOS Development   2017
University of California, Los Angeles: Bachelor of Arts in English   1999