

# 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 and SQL
- *Development Software:* XCode, Sketch, Git and GitHub
- *iOS Libraries:* URLSession, Cocoa/CocoaTouch, UIKit, AutoLayout, Cocoa Pods, Animation, AVFramework, MVC
- *Web Development Frameworks:* Kitura, Django, Flask and Bootstrap
- *Databases:* Core Data, Parse, SQLite, MySQL

### Name That Truck: <https://github.com/ginnypx1/NameThatTruck>

May 2017

- Engaging game allows children to learn about trucks. Currently under review for inclusion in the App Store.
- 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" (\$11 million worldwide, currently in release), "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

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