Justin Berken

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SUMMARY

Design Technology Consultant trained as an architect specializing in digital fabrication, 3D parametric modeling, robotics, and interaction design with an extensive knowledge of emerging technologies.

EDUCATION

University of Minnesota
Master of Architecture, 2010

EXPERIENCE

Design Technology Consultant, Studio Reactive
Minneapolis, MN — 2019-Present

Design Engineer, MG McGrath
Minneapolis, MN — 2015-2019

Guest Instructor, University of the Arts, PA
Philadelphia, PA — 2016

Adjunct Instructor, University of Minnesota College of Design
Minneapolis, MN — 2013-2017

Computational Designer, Seeyond
Minneapolis, MN — 2010-2015

I.T. Technician, University of Minnesota
Minneapolis, MN — 2004-2010

Web Developer, University of Minnesota
Minneapolis, MN — 2004-2006

SKILLS

Rhino 3D, Grasshopper, CATIA, AutoCAD, Revit, Navisworks, SketchUP, Maya 3D, CNC manufacturing, 3D Printing, Architectural Model Building, Architectural Rendering, Arduino, Processing, Interaction Design, Adobe CC, Professional Photography, Industrial Design, Audio Engineering, Video Editing, Web Development, Desktop Support