

Justin Berken

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SUMMARY

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

EXPERIENCE

Web Developer, University of Minnesota

Minneapolis, MN — 2004-2006

I.T. Technician, University of Minnesota

Minneapolis, MN — 2004-2010

Computational Designer, Seeyond

Minneapolis, MN — 2010-2015

Adjunct Instructor, University of Minnesota College of Design

Minneapolis, MN — 2013-2017

Guest Instructor, University of the Arts, PA

Philadelphia, PA — 2016

Design Engineer, MG McGrath

Minneapolis, MN — 2015-2019

Design Engineer Consultant

Minneapolis, MN — 2019-Present

EDUCATION

University of Minnesota

Master of Architecture, 2010

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
