

# 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.

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## 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

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## EDUCATION

University of Minnesota

Master of Architecture, 2010

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## 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

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