

Benjamin Pender

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benjaminpender.com
(650) 888 - 5192

Skills

Code

JavaScript, HTML, CSS, SVG

Frameworks/Libs

Angular.js, jQuery, D3.js, WebGL, Node.js

Pre-Processing

SCSS, LESS, Sass, HAML

Software

Adobe Suite, Sketch

Source Control

GIT, SVN

Principles & Methods

Responsive Web Design, Scalability,
Modularity, Accessibility

CMS

Wordpress, Drupal

Etc.

iOS, Android, Animation, Rapid
Prototyping, UX + Interaction + Graphic
Design, Storyboards, Wireframes, Art
Direction, Asset Optimization, Brand
Identity

Experience

Polaroid Swing

Senior Web Engineer

August 2016 - Present

Leading this moving and interactive photo app's web presence.
Building internal tools, prototyping interaction and animation.
Expanding the transportability and accessibility of this new medium.

Apple

User Interface Engineer

September 2012 - April 2016

Responsible for designing and developing user interfaces for mobile and desktop. Utilizing Apple's internal HTML5/Javascript framework iAd.js and angular.js, I built rich mobile advertisement experiences along with client facing and internal corporate applications.

Madrone Studios

Head of Media Lab

January 2012 - September 2012

Designed and developed mobile applications, large touch-screen exhibits, and built live-streaming video services for this event center and media lab consultancy. Clients included Microsoft, TED and Google.

Particle

UI Developer

October 2009 - January 2012

Built HTML5-based applications and games for this product foundry and interactive consultancy. I also contributed to the construction of a JavaScript-based MVP framework and built UI solutions for clients including Google and Apple.

Education

San Francisco State University, CA

Bachelor of Arts, 2008
Industrial Arts (Graphic, Industrial design and technology)
One year abroad at Brunel University, London.