

# Benjamin Pender

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## Skills

### Code

JavaScript, HTML, CSS, PHP, SVG

### Frameworks/Libs

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

### Pre-Processing

SCSS, LESS, Sass, HAML

### Software

Adobe Suite, Sublime Text, Various  
Project Management Apps, Sketchup,  
Sketch 3

### Source Control

SVN, GIT

### Principles & Methods

Agile, Responsive Web Design,  
Scalability, W3C, Accessibility, SEO

### CMS

Wordpress, Drupal, Joomla

### Etc.

iOS, Android, Animation, Graphic Design,  
Storyboards, Wireframes, Prototyping,  
Art Direction, Asset Optimization,  
Brand Identity

Creative developer with design, programming and communication skills able to build elegant, intuitive web sites, mobile apps, and rapid prototypes. Have worked for companies and agencies large and small.

## Experience

### 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

#### Interaction Designer

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. 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.

### Articulate

#### Developer

October 2004 - October 2009

Created touch-screen software for kiosks in American Eagle Outfitters stores. Developed a lifestyle brand for Lexus's hybrid cars along with websites and touch screen interfaces for their events.

## Education

### San Francisco State University, CA

Bachelor of Arts, 2008

Industrial Arts (Graphic design, industrial design and technology)

One year abroad at Brunel University, London, UK