

Jeffery Bennett

me@meandmybadself.com
(415) 269-2151

I enjoy solving problems with technology and structuring chaos into order.

Experience

Hero Digital / Director of Experience
Led development of [lucidmotors.com](#)
Architected redesign of [opensource.apple.com](#)
[Engineering Management](#) | [Web Application Development](#) |
[Multi-Function Team Leadership](#) | [Internal Process Development](#)
[Experience Design](#) | [Prototyping](#)

Sundance Film Festival / Contract UX Designer
Worked with festival director to develop
content hierarchies / wireframes / sitemaps
to migrate the [2021 Sundance Film Festival](#)
to a mostly-online event.
[User Experience Design](#) | [Content Development](#) |
[Systematic Design](#)

Target Corp. / Contract Lead Engineer
Led engineering for mobile, web, API, VR,
SMS & wireless telemetry projects.
[Engineering Management](#) | [Web 3D](#) | [Virtual Reality](#) | [Agile](#)
[Mobile Application Development](#) | [Natural Language Processing](#)

Permanent Record / Founder
Handled client relations & development
on web, mobile & physical installations
for clients including [Nike](#), [Levi's](#) & [Target](#).
[Client Services](#) | [Physical Installation Development](#) |
[Mobile Application Development](#) | [Web Application Development](#)

Colle+McVoy / Technology Director
Managed developers, contributed to internal
processes & tools. Cut employees' hair.
[Engineering Management](#) | [Web Application Development](#) |
[Internal Process Development](#)

Proto / Technology Director
Managed development processes. Built &
managed digital marketing campaigns for
[Ford](#), [Disney](#) & [Frito-Lay](#).
[Client Services](#) | [Augmented Reality](#) | [Web Application Development](#)

Yahoo! / Research Engineer
Worked at the Berkeley Research Lab,
applying research to large music and
photography data sets. Ran internal
hackathons. Assisted in the development of the
[Flickr Uploadr](#) and [Yahoo! Video Player](#).
[Machine Learning](#) | [REST services](#) | [Audio/Visual software](#)

Education

University of Cincinnati
Bachelor of Science in [Design](#)

Organizations

Big Brothers / Big Sisters San Francisco
Mentored a Little from age 11 to age 18.

Minneccrapolis
I created a Twin Cities-centric email newsgroup in
2012 that has flourished into a 300+ person Slack
workspace with channels ranging from
[#code](#) to [#sousvide](#).

TechCrunch
From 2009-2019, I helped run the yearly
[Disrupt](#) event, organizing and emceeing
the yearly hackathon.

Skills

Full-stack Designer & Engineer, creating [accessible](#),
[performant](#), [holistic](#), [valuable experiences](#).

Have professional experience writing code using [React](#), [React Native](#),
[TypeScript](#), [GraphQL](#), [Apollo](#), [Open API](#), [node.js.](#), [Python](#), [PHP](#),
[three.js](#), [Babylon.js](#)

Knowledgeable in [AWS](#), [SQL](#), [noSQL](#), [Elasticsearch](#), [REST](#), [Web Sockets](#)
Passionate about [meaningful management](#), [effective communication](#),
[remote work](#).

References

Amna Kanoun
Product Owner, Hero Digital
sabrina.kanoun@herodigital.com

Deepa Sarasamma
Director of Technology, Target
deepa.sarasamma@target.com

Daniel Raffel
Product Manager, Google
daniel.raffel@gmail.com