José Benavente

https://bgm.dev

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 BGMP

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EXPERIENCE

- **Aukko** Santiago, Chile (Remote)
  Full-time Software Developer. May 2024 –

- **University of the Bío-Bío** Concepción, Chile
  Part-time Software Engineering Professor for Bachelor's in Computing and Informatics. April 2024 –

- **University of the Bío-Bío** Concepción, Chile
  Software Engineering Assistant Professor for Bachelor's in Computing and Informatics. August 2023 – Jan. 2024

- **Chilean Informatics Olympiad (OCI)** Concepción, Chile
  Competitive Programming Teacher, C/C++. April 2022 – July 2023

VOLUNTEERING

- **GitHub Inc.** California, United States (Remote)
  GitHub Campus Expert ⋄ 2023 —
  - Lead a software development community at my campus, focusing on spreading open source.
  - Organise events to promote collaborative development open to all majors at my university.
  - Create inclusive and safe spaces for students to share programming resources and technology.

- **Re-Volt: OpenGL** (https://rvgl.org)
  Software Developer, Core Maintainer Team Member Jan. 2022 —
  - **C/C++**: Implement synchronisation fixes to the multiplayer aspect of the game, while also fixing general issues reported by its players.
  - **GitHub/GitLab**: Work with a remote team of developers from all over the world to continuously release new game updates, as well as version control to maintain the game's codebase and workflows.
  - **mdBook**: Write documentation for new game patches.
  - Interact with the game's community of over 5000 players to resolve bugs and add new features to the game.

- **Re-Volt America** (https://rva.lat)
  Lead Software Developer May 2021 —
  - **Ruby on Rails**: Design and develop a community website which serves thousands of visitors every month.
  - **Capistrano**: Implement deployment workflows with Capistrano and GitHub Actions to bring Re-Volt America's web application to production.
  - **MongoDB**: Design, implement and deploy database models and relations.
  - **Redis**: Reduce load times in heavy services and views using Redis Caching.
  - **Sentry**: Set up Sentry to handle errors and exceptions thrown by the application in production.
  - **Rake**: Design and maintain several deployment workflows using Ruby Make (Rake).

- **Mojang Studios** (https://mojang.com) Stockholm, Sweden (Remote)
  Official Translator and Proofreader for Minecraft, the popular videogame ⋄ 2017 —
  - Translate Minecraft, the popular videogame, into several languages like Spanish and English UK & AU.
  - Proofread official translations for Minecraft and its launcher, which then ship to billions of users.

EDUCATION

- **University of the Bío-Bío** Concepción, Chile
  Bachelor in Computing and Informatics Mar. 2020 – Jan. 2024

SPEAKING

- **Contributing to Open Source, a practical guide** ◇   Santiago, Chile
  I was invited by GitHub to give a talk on how to contribute to open-source projects at DUOC UC.   *04/2024*

- **Git/GitHub Workshop** ◇   Concepción, Chile
  Presented Git and GitHub's fundamentals, along with practical exercises for all attendees.   *08/2023*

- **Ruby on Rails Workshop** ◇   Concepción, Chile
  Introduced Ruby on Rails for full-stack web development.   *09/2023*

CERTIFICATIONS

- **GitHub Foundations**: https://www.credly.com/badges/7cc1c714-3511-4d48-8281-8e23089fad25/public_url

PROGRAMMING SKILLS

- **Languages**: C/C++, Java, Ruby, Python, PHP, Haml, Sass, TeX

- **Frameworks**: Ruby on Rails, Liquid, wxPython, Yii

- **Cloud**: DigitalOcean, Azure

- **Technologies and Tools**: Capistrano, Rake, MongoDB, Redis, Maven, Gradle, Guice, PyInstaller, Docker, Git, GitHub Actions, vsftpd

LANGUAGES

- **Spanish** (Native)

- **English** (C2)

- **Italian** (B2)