BENJAMIN CRITOPH

Software Developer

Portfolio Github in LinkedIn

Summary

Recent Computer Science graduate from a five-year co-op program with three web development co-op terms. Gained strong real-world experience working on software teams, contributing to production code, and collaborating effectively in agile environments. Skilled at working independently, with a proven track record of completing complex assignments and projects throughout university. Eager to continue growing as a developer and team contributor in a full-time role.

Technical Skills

Languages: JavaScript, C, C#, Python, Java, SQL, HTML, CSS

Frontend: React, Angular, Express, Next.js, Material UI, Bootstrap, Tailwind CSS **Backend:** Node.js, .Net Framework, Firebase, MongoDB, Mongoose, SQL, Swing

Version Control: Azure DevOps, GitHub, GitLab

Other Skills: Agile, Responsive Design, Restful Routing, Microsoft Excel

Work Experience

Software Developer, Camis Inc | Jan 2024 - Sept 2024

- Worked on a large team focused on front-end campsite reservation solutions
- Used Angular to work on Camis' campsite reservation website
- Used C# and .NET Framework to work on Camis' call center app to book reservations

Software Developer, Brock Solutions | May 2022 - Sept 2022

- Worked on a team to update the airport baggage sortation system at Kahului Airport to the newest version
- Used SQL in SSMS to configure the new databases for the updated sortation system
- Customized and tested the factory acceptance plan for the updated baggage sortation system
- Presented part of the factory acceptance plan to the clients

Junior Developer, Hatch Ltd | Sept 2021 - Dec 2021

- Worked on various web apps using Angular and C#
- Implemented a static code analysis tool called Checkmarx to the QA pipelines in Azure DevOps
- Participated in technical activities with the team such as sprint planning, deploying applications, writing documentation and performing project demos

Personal Projects

Collection Listing Website | March 2023 | https://favevault-35283.web.app/

- Created a responsive CRUD website with React and Material UI to organize bookmarks, create personalized lists and store image galleries
- Users can add friends and share their collections with them
- Used Firebase for user authentication, data storage, security rules and hosting

Multiplayer Chess Game | Dec 2022 | https://multiplayer-chess.onrender.com

- Used React to create a responsive multiplayer chess game
- Used Node.js and Socket.io to make the game multiplayer and to add chat and video call functionality

Education

Bachelor of Computing, Honours Co-op Major Computer Science | 2019 - 2025

University of Guelph

- 83% Cumulative GPA
- Area of Application in Philosophy