

# BEN KELLY

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## EDUCATION

### UNIVERSITY OF TECHNOLOGY SYDNEY

MAR 2016 – CURRENT

- Bachelor of Engineering in ICT (Software) Engineering Diploma in Engineering Practice
- Staff member with the Faculty of Engineering and IT student engagement
- Executive in student run societies, focused on mentoring new students

### UTS SOFTWARE DEVELOPMENT STUDIO

- Project based extra-curricular program, with **real clients** from industry, focused on agile development
- Involved for over 4 years, currently an **industry mentor**, training others in agile ways of working

## WORK EXPERIENCE

### HYPOTHESIS

FEB 2020 – CURRENT

- Engineering and agile **consultant**, aiming to integrate with and transform our clients projects and teams
- Advocacy for agile ways of working, **test-driven development**, and **pair programming**
- Design and development of new projects, adapting to numerous tech stacks

### IMPULSE SCREEN MEDIA

NOV 2016 – OCT 2018

- Worked in ASP.NET MVC with C#, with dapper, entity framework and docker
- Managed **cloud hosted services** deployed on Azure, and remote on the ground servers via SSH
- Developed in-house tools with a variety of technologies

### STEM TUTORING

APR 2015 – JUNE 2020

- Tutored a wide variety of students, ages ranging from 8 to 50+
- All of my school age students have seen significant rises in their marks (most notably a student's average mark from a 60% to 85%), and an increased chance to move up classes

### APMASPHERE

OCT 2013 – MAR 2016

- **QA Testing**, both manual acceptance testing and writing **automated tests**

## TECHNICAL SKILLS

### SOFTWARE DEVELOPMENT METHODOLOGIES

- Use of tools and methodologies such as **git**, **issue tracking** software, and other scrum tools
- Experience with adaptive applications of **agile**, being able to fast adjust to a new work environment

### WEB DEVELOPMENT

- Experience in a web stack, alongside **frameworks and libraries** such as React, Knockout, Bootstrap etc.
- Training in **UI/UX** concepts. Constantly pursuing new design ideas and chances to improve in this field

- Full stack **server-side development** with NodeJS, ASP.NET, Ruby on Rails, Flask etc.
- **Database** structures with both SQL and schema-less systems like MongoDB

#### SHELL AND COMMAND LINE DEVELOPMENT

- Experience with server setups both locally and remotely through **terminal interfaces**
- An extensive use command line tools and automation

#### EMBEDDED DEVELOPMENT

- A strong understanding of **low-level C** development
- Experience with threading and **real-time operating systems** development

#### INTEGRATION AND UNIT TESTING

- Experience implementing **automated software tests**, using libraries such as Cucumber and Capybara
- Utilising **test-driven development** procedures

#### HOBBIES, VOLUNTEERING, AND INTERESTS

##### UTS PROGRAMMERS' SOCIETY

NOV 2018 – CURRENT

- **President** for the second half of 2019 and 2020, computer systems officer for the first half of 2019
- Organising coding events, such as **hackathons**, coding competitions, and **workshops** for over 250 members
- Saw a 70% rise in membership from last year
- Collaborating with sponsors and affiliates such as Deloitte, Atlassian, and Hackathons Australia

##### UTS ENGINEERING SOCIETY

OCT 2017 – OCT 2019

- Education director for 2018, and publications director for 2019
- Running social and professional events such as an engineering camp, women in STEM panels, and trivia

#### GAME DESIGN AND DEVELOPMENT

- Practice in **Unity**, **Godot**, and other game engines
- Enthusiastic about game design, developing prototypes in my spare time
- Experience with both electronic and tabletop design

#### AWARDS

##### WISETECH GLOBAL SENIOR PROGRAMMING PRIZE

2019

- Highest mark in C Fundamentals for 2018

##### UTS AWARD FOR LEADERSHIP IN INNOVATION

2015

#### REFEREES ON REQUEST