

Ben Kelly

I am a software engineer and designer with 7+ years working in start-ups and consultancy. I have a passion for building top-notch user experiences.

Work Experience

McKinsey Build / Quantum Black

2021 - Present

Software engineer and user experience specialist

Digital product design and development for clients in the financial, insurance, government, and retail sectors

Worked in cross functional teams of engineers, designers, product owners, and strategy consultants to deliver in market solutions in under 6 months

Lead developer on the Quantum Black Design System, a react component library used for numerous internal and client projects

Hypothesis

2020 - 2021

Consultant for digital product development and capability uplift

Acquired into McKinsey Build in April 2021

Caps Collective

2019 - Present

Co-founder of Caps Collective, developing open-source games

Released [Fantasy Town Regional Manager](#) on Steam in 2021

Featured in [Kotaku AU's Top 10 Australian Games of 2021](#)

Nominee for the 2022 [Australian Game Development Awards](#) for Excellence In Emerging Games

Impulse Screen Media

2016 - 2018

Full-stack software engineer for an advertising analytics platform

Created custom video editing software built on FFmpeg for ad collection, enabling the company to outsource the process

On-site installation and configuration of servers for remote control

Education

University of Technology Sydney

2016 - 2021

Graduated First Class Honours, Bachelor of Engineering in ICT (Software), Diploma in Engineering Practice

President of the UTS Programmers Society 2019-2020

Head of Publications for the UTS Engineering Society 2018

WiseTech Global Senior Programming Prize 2018 for C Fundamentals

Contacts

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Skills

Experience Design

Development and usage of design systems

Branding and marketing alignment of white-labeled products

Persona creation, customer research, and user story mapping



Figma



Miro



Affinity Design

Full Stack Engineering

Flexible solutions such as web apps, APIs, and internal tooling

Cloud deployment with AWS and Azure



Typescript



C#



Python



Databases

Analytics and Data Visualisation

Creation of data analytics dashboards

Building bespoke charts and mapping software using spatial data APIs



PowerBI



D3



Highcharts



ArcGIS

Agile Project Management

Facilitation of agile ceremonies such as retros, backlog refinement, and stand-ups

Administration and configuration of project management tools



Jira



Azure DevOps



Github

Game Engines and 3D Software

Development of multiple games, as well as educational and logistics software



Unity



Unreal



Godot