Ben Bernardy

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SUMMARY

- Software engineer adept at designing and deploying full-stack JavaScript applications to AWS
- Familiar with Agile workflow, test-driven development, scaling, load-balancing and proxy servers
- Versatile problem-solver with strong interpersonal, communication, customer service and design skills

TECHNICAL SKILLS

Front End | JavaScript (ES5 and ES6), TypeScript, React, HTML5, CSS3, Redux
Back End | Node.js, Next.js, Express, PostgreSQL, MongoDB, MySQL, Python3, RESTful API Development
Testing/Deployment | Jest, Chai, React Testing Library, AWS: EC2 / S3, Cloud Metrics: New Relic / loader.io
Developer Tools | Vim, Git, npm, Webpack, Babel, Agile Methodology, Scrum, TDD

EXPERIENCE

Software Engineer Immersive Resident | Hack Reactor

2021-Present

- Fostered the professional development of full-stack software engineers in training
- Mentored 100+ students on Javascript concepts and software engineering topics
- Provided technical assistance and shaped the critical problem-solving process of students

SOFTWARE ENGINEERING APPLICATIONS

Back End Engineer | Atelier API | NGINX, Node, Postgres, AWS, Docker

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- Refactored multiple SQL queries into single complex queries for **50% reduction in server response time**.
- Configured nginx round-robin load balancer to serve 5 microservices without measurable latency penalties.
- Achieved **0% error** at rates of **63ms with 800 RPS per api worker**. Horizontally scaled to 8500 RPS.

Front End Engineer | Neighbr | React-Redux, MaterialUI, Firebase, Heroku

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- Owned UX and created mocks resulting in expedited conceptualization and implementation.
- Adhered to modular design workflow and MVC style architecture resulting in flexible development changes.
- Coordinated Agile workflow to decrease implementation cycle length enabling increased client insights.

Front End Engineer | Jamstroids | React hooks, matter.js, tone.js, SpotifyAPI

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- Designed Asteroids clone integrating matter.js physics engine and spotify API
- Integrating tone.js for natively generated sound fx resulting in unique user experience
- Session based user persistence and authorization through Passport.js and OAuth

OTHER EXPERIENCE

Projection Technician | Dolby Laboratories

2019-2020

- Executed 50 events to technical directors specification within laboratory grade listening environments
- Coordinated DCP server ingests and authorization key management ensuring timely showings

Lead Audio Engineer | JCCSF

2014-2020

- Used SMAART software to calibrate audio systems ensuring maximum broadcast fidelity
- Implemented ListenTech audio systems resulting in 100% ADA compliance & improved guest accessibility.
- Designed and installed a new 70V distributed audio system increasing venue rental space and revenue.

EDUCATION

Hack Reactor | Advanced Software Engineering Immersive – Los Angeles, CA

2021

• 13-week software engineering immersive program with over 1000+ hours of coding. Full-Stack development with JavaScript, React, Express, PostgreSQL, MongoDB, and MySQL in an AGILE environment.