Ben Lirio

(616)-215-9313 • benjlirio@gmail.com • Boston • github.com/BenLirio

Skills

React.js | Express.js | PostgreSQL | MongoDB | HTML | JavaScript | PostgreSQL
AJAX | MongoDB | Rails | Mongoose | RESTful APIs | Bootstrap | Sass | Socket.io

Experience

General Assembly - Software Engineering Immersive
Nov 2019 - Jan 2020

Summit (Group Project) - Created a full-stack bucket list tracker with a team of 4 within 72 hours using Express and MongoDB.

Invoice Management - Designed a full-stack web application where users can sign in and store invoices. This class project uses OAuth to protect user data.

Tic Tac Toe - Created a single page application using Javascript, CSS, and HTML. Programmed a Javascript game engine to check win conditions and store user data.

Healthy Smile Dentistry - Web Design
Aug 2019 - Present

Front End - Create a mobile-friendly responsive website using React.js to optimize page loading speeds while cutting monthly hosting costs by over 50%.

UI - Design and refine based on user research and user tests.

Ventura Manufacturing - Warehouse
Jun 2018 - Aug 2019

Education

Grand Valley State University - Computer Science Coursework • 58 credits
Aug 2019 - Aug 2019

Major GPA: 3.7

Dean's list

Chess App - Pair programmed while at Grand Valley State University to create a chess game with an AI algorithm to play against the user using Java.

Personal Coding Projects

Ludum dare, Summer 2019 - Pair-programmed a web game with custom animations, soundtrack, and physics system within 48 hours. Designed a simple efficient shader method that was optimized for the web.

Hudsonville Game Design, Spring 2018 - Initiated and Managed a student-led high school game design class of 3 programmers and 4 designers. Developed a back-end server that implemented collisions using matrices and web sockets to decrease latency.