

Benjamin Richard Karl

Full Stack Web Developer

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Development Experience

Teaching Assistant, General Assembly WDI, August 2014

- Help students improve their understanding of subject matter introduced during lectures
- Support students through the daily completion of coursework

General Assembly Web Development Immersive (WDI), April 2014

- Three month intensive program working full-time to learn web development fundamentals
- Developed strong technical skills and familiarity with industry best-practices including test driven development, version control, pairing, scrums and scope conceptualization
- Created three fully functional web applications utilizing a broad array of development technologies and techniques

NYC JavaScript and HTML5 Monthly Hackfest Hackathon Winner, July 2014

- Leveraged three Thompson Reuters APIs to display stock value of pharmaceutical companies relative to patents they and their competitors are currently working on

Professional Experience

Access Communications, Account Supervisor, 2013 - 2014

- Clients included Pernod Ricard, Intuit, SumTotal Systems
- Oversaw media relations, content development, budget, and planning on multiple accounts
- Developed messaging and fiscal-year public relations plans for Jameson Irish Whiskey and eight other international whiskey brands
- Managed as many as five junior team members throughout all account activity, assisting with overall professional development
- Created project recaps describing general results, earned articles, media sentiment and overall impressions for internal reporting on business objectives

Access Communications, Senior Account Executive, 2010 - 2013

- Clients included PayPal, Toshiba, Sony PlayStation
- Oversaw the development of interactive prototype applications demonstrating proof-of-concept features for PayPal's upcoming mobile and online payment platforms
- Worked directly with PayPal's engineering team to refine prototypes and implement them into a series of showcase events used for media relations and business development
- Led reactive outreach, wrote company blog posts and assisted with crisis communications messaging
- Managed product launches for several PlayStation software titles and hardware, including PlayStation Move and PlayStation Vita

TriplePoint Public Relations, Account Executive, 2008 - 2010

- Clients included Atlus Inc. EA, Softkinetic, Funcom, PlaySpan
- Managed media outreach projects, product launches, and announcements on up to six individual accounts
- Coordinated live technical demos of online multiplayer PC games between reporters and development teams
- Provided business, marketing and communications consultation for start-up mobile game and middleware technology developers
- Launched more than twenty game titles on multiple platforms for Atlus Inc., including critically acclaimed *Persona 3* and *Persona 4*

Education

University of California, Berkeley: BA Interdisciplinary Studies, 2008

- Wrote graduate-level research paper outlining the implementation of social media features in online games to discourage cheating
- Senior thesis research argued for the use of gaming features in educational media to accelerate learning
- Pac 12 Track & Field and Pi Kappa Alpha fraternity external social chair

Front End

- JavaScript
- jQuery
- Backbone.js
- Underscore.js
- AJAX

Back End

- Ruby
- Ruby on Rails
- ActiveRecord
- Sinatra
- PostgreSQL

Testing

- RSpec
- MiniTest
- Jasmine

General

- TDD
- Agile
- APIs
- Git & Github
- Trello
- Heroku
- Dev Ops
- OAuth

And a little bit of...

- MongoDB
- D3.js
- Node.js