BENNETT FORTIER

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Summary

Seeking an internship to gain experience and technical development, while working in a collaborative and agile environment as a software engineer. Learning and supporting the software development lifecycle while gaining an understanding of the business and IT strategy.

Education

**Washington University in St. Louis**, St. Louis, Missouri

Computer Science and Mathematics

Expected Graduation, May 2020

GPA:3.7

Development Skills

**Languages:** Java, Javascript, PHP, HTML, CSS, Python, Swift, SQL, C

**Applications:**  Docker, Git, Xcode, Apache, SSH, AWS

**Skills:** Linux, Parallel Computing, Algorithm Efficiency, GDB

Professional Experience

**Cubic**, St. Louis, MO

*Software Engineer*, April 2018- May 2020

One of three developers for a student run non-profit start up that raised over $2,000 last year. Helped transform website’s back and front end. The website worked through: Angular, AWS S3 Buckets, AWS Lambda, and DynamoDB.

**Butterscotch Shenanigans** St. Louis, MO

*Quality Assurance/Playtester*, May 2014 - August 2016

Worked on refining *Crashlands*, a game that was awarded “Top 10 Games of 2016”. Tasked with finding bugs and reporting on overall game quality.

**Generopolis**, St.Louis, MO

*Head Developer*, April 2018 – August 2018

Sole developer responsible for creating, launching, and modifying an online marketplace for goods and services. The website worked through: LAMP stack, Docker, and Wordpress.

**Neighbors Link**, Chappaqua, NY

*President of School Relations and Recruitment*, September 2014 - May 2016

Responsible for establishing and fostering the relationship between my high school and a local non-profit organization, whose mission is teaching “English as Second Language” students.