Bennett Pompi

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Education

Georgetown University GPA: 3.74   Washington, D.C., 2020 – 2024
B.A. in Computer Science, Economics

Employment

Brellium, Software Engineer   New York, NY, February 2025 – April 2025
- Developed AI-enabled clinical compliance product for mental healthcare providers
- Developed multiple end-to-end product integrations for clients serving 10K+ patients
- Led development of integration with new EHR, enabling seamless processing of documents without client intervention
- Made improvements to internal testing suite to enable faster integration timelines while maintaining quality and improving developer experience
- Assisted in major effort to improve user experience / analytics collection in our web app

ISpeak AI Full Stack Software Engineer – MaraBot   Remote, September 2024 – February 2025
- Co-developed B2B SAAS product targeting the Real Estate vertical with 1 other dev
- Responsible for adding features / functionality at all layers of tech stack
  - Have assisted in full frontend rebuild, as well as building out backend functionality for managing usage limits and user authentication
  - Led full backend refactor to bring data model in line with hierarchical architecture philosophy
  - Using multiple technologies to achieve goals, including NestJS, MongoDB / Mongoose, Angular, React
- Key decision-maker in domains ranging from UX design to data model architecture

Placekey, Product / Support Engineer (Contract)   Remote, July 2024 – September 2024
- Served as interface between core engineering team and users / business leadership
- Responsible for identifying, isolating, and addressing possible bugs reported by users
- Implemented various platform engineering projects
  - Built out existing analytics pipeline to provide more actionable data about user activity
  - Overhauled auth system for our API Portal
  - Expanded integration of our lead generation solution into our developer dashboard
  - Designed and built automated system to identify and contact promising potential customers
  - Designed and built system to monitor error reports and notify users generating abnormally high error counts
  - Identified and fixed various bugs / UX issues in our site and API integrations

Georgetown University, Computer Science TA   Washington, D.C. January 2023 – May 2024
- Selected as Teaching Assistant for Computer Science 1, Computer Science 2, and Advanced Computer Science courses based on course performance

Technical Skills

- 4 years of in-depth C++, Java, Python experience
- Systems Programming - Gained experience with Rust, Bash, databases, and low-level concepts such as memory-allocation
  - Fully re-implemented C++ malloc keyword for Linux using syscalls and HOARD allocation algorithm
- AI Course – Built a neural network (using back-propagation algorithm) starting from first principals
- TypeScript, JavaScript, React, Node – Self-taught and built functional ecommerce website
  - Designed client-server project structure to fit the needs of the app
  - Researched React and utilized AI tools to create front end user experience
  - Gained understanding of async operations and RESTful API design to create backend service
  - Used Docker to deploy the final app in a containerized environment
- Docker - built and deployed scheduling web app using Docker Compose + Virtual Networks
- NextJS – Worked on production NextJS app