

# Benjamin Blue

Software Engineer

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[Github](#) | [LinkedIn](#) | [Portfolio](#)

## Projects

### BluTube (Rails, React/Redux, PostgreSQL, AWS)

[Live](#) | [Github](#)

A single-page, video watching app inspired by Youtube

- Created RESTful JSON API in Rails reducing frontend requests
- Normalized state by compartmentalizing data resulting in reduced complexity of frontend components
- Managed video upload and streaming through AWS S3 reducing load on server resulting in

### vacantlots (MEAN Stack, Google Maps API)

[Live](#) | [Github](#)

vacantlots aids cities in selling vacant or abandoned lots, made through Code for Newark; I contributed the Node.js backend.

- Provided secure user experience with web session tokens and Passport.js for login with bcrypt for encryption
- Implemented simple JSON API interface with CRUD operations

### DodgeDodge (JavaScript, three.js)

[Live](#) | [Github](#)

A 3D, object avoidance browser game inspired by Cube Runner

- Achieved 60 fps 3D gameplay with three.js
- Limited memory use by reusing 3D object properties

## Education

### App Academy, Sept - Dec 2017

1000+ hour coding bootcamp ( < 3% acceptance rate )

### Bergen Community College, 2015 - 2016

Computer Science

- Data Structures and Algorithms

### UC Irvine, 2010 - 2014

Biology Major

## SKILLS

### Languages

- JavaScript
- Ruby
- SQL
- Swift
- HTML 5/CSS 3
- C++

### Technologies

- React/Redux
- Ruby on Rails
- Angular
- Mongoose
- MEAN Stack
- three.js
- jQuery
- git
- Heroku
- RSpec