
Felix Benter

SOFTWARE ENGINEER

+61466717139

felixbenter1@gmail.com

felixbenter.github.io

github.com/FelixBenter

About

Agile Software Engineer with 4 years of experience centered around middleware API and front-end development. Strong customer focus with experience in requirements gathering and analysis.

Professional Experience

Software Engineer | Full stack

Pairtree Intelligence

Feb 2021 - Present

- Developed and maintained data feed pipelines and backend infrastructure using C# and PostgreSQL.
- Led the development and transition to a new customer facing UI project involving Vue3 (Quasar) & Axios.
- Developed and maintained internal & external APIs in a controller-service-repository pattern using .NET.
- Built advanced geospatial analysis and visualisation features using postGIS, GDAL, Python and Leaflet.
- Created and configured build pipelines using Jenkins.
- Collaborated with team members and worked closely with clients to refine solutions based on evolving requirements. Lead the development of multiple large projects with clients and developed large sections of e2e solutions, involve the Department of Primary Industries and Syngenta Australia.

Developer Skills

VueJS, Leaflet, WebGL

C#, Java

PostgreSQL, postGIS

Python, Rust, C++

Education

Bachelor of Science in Computer Science and Mathematics

The University of Sydney

2024

Personal Projects

Blender DCX Importer

An add-on for the 3D modelling program Blender to import proprietary model and texture files from FromSoftware video games. Built in Python. More info: felixbenter.github.io/#/dcximporter

WebGL Physarum Simulation

An implementation of a Physarum Polycephalum movement simulation in WebGL. The project involved creating WebGL shaders to simulate 100,000s of agents following a set of simple navigational rules to create complex collective behaviour. More info: felixbenter.github.io/#/physarum
