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Matthew Benjamin

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Transitioning into web development utilizing self taught technical skills and drawing upon experience gained during a prior career in education.

Technical Skills

Proficient	JavaScript, KnockoutJS (MVVM), jQuery, HTML5, CSS3, Chrome Dev Tools, 60FPS Rendering, AJAX Python, Flask, jinja2, oauth2, Git, GulpJS, RequireJS, Google App Engine
Familiar	HandlebarsJS, JasmineJS, Webapp2, SQL, SqlAlchemy, Gimp

Education

Udacity *September 2015*
Front-End Web Developer Nanodegree

University of Connecticut *December 2008*
Psychology: Research Emphasis
B.A. *cum laude*

University of Connecticut *December 2008*
Philosophy
B.A. *cum laude*

Work Experience

English Language Instructor Seoul, South Korea
June 2010- December 2015

● Dissected complex ideas into simple examples to assist in students' learning outcomes.

● Collaborated with Korean colleagues across language and cultural barriers to achieve common goals.

● Set academic goals for students, formulated deadlines, and managed student workflow to meet those goals.

● Resolved conflict among students and set expectations for behavior.

Project Experience

Concert Map
Live Link: matthewbenjamin.github.io/concert_map
Source Code: github.com/MatthewBenjamin/concert_map

● Singlepage, responsive application built with the Knockout.js framework.

● Developed a fullpage app that loads a map with 100 upcoming concerts for a chosen location.

● Loaded event, venue, & artist information asynchronously using 6 different third party APIs.

● Deployed with automated build process using GulpJS and the RequireJS optimizer.

Nim Game API
Source Code: github.com/MatthewBenjamin/fsnd-game-api

● Backend API written in Python and deployed on the Google Cloud Endpoints platform.

● Implements a Korean version of the game Nim. Supports 2 or more players.

Arcade Game Clone
Live Link: matthewbenjamin.github.io/FroggerClone
Source Code: github.com/MatthewBenjamin/Frogger-Clone

● An HTML5 Canvas powered video game. Art assets provided by Udacity.

● Coded using best practices in JavaScript's object oriented pseudoclassical style.

● Designed a new game mode where users can play as the enemy.

Multi-User Blog
Live Link: matt-benjamin.appspot.com
Source Code: github.com/MatthewBenjamin/fsnd-blog

● Full stack web application written in python, using webapp2 and deployed on Google App Engine. Logged in users can create and edit their posts and comments, as well as comment on and like others' posts.

● Stored user account information securely using a secret key, salt, and the sha256 hashing algorithm.

● Wrote HTML templates using the jinja2 template language.

Accomplishments

Refugee Kids Rock Charity Concert - *Co Organizer & Performer* *March 2015*

Organized and performed in a two day event that raised $2000 (double the goal) for the Mulmangcho School for young North Korea Refugees (www.mulmangcho.org).

Mead Homebrewing Introductory Course @ Susubori Academy (www.susubori.ac.kr) - *Instructor* *December 2015*