

NATHAN BENNETT

Full Stack Web Developer

✉ nlb.nathan@gmail.com

☎ 540-760-3038

🌐 [LinkedIn](#)

🐙 [Github](#)

🌐 [Portfolio](#)

SKILLS

Javascript; HTML; CSS; React;
MongoDB; NodeJS; Express; Amazon
Web Services; Svelte; Git; CLI; SQLite;
Redux; JQuery; Figma; Notion

CERTIFICATIONS

- [AWS Certified Cloud Practitioner](#)
- [QA Expert: Software Testing](#)

EDUCATION

[Code Immersives NYC](#)

Web Development with AWS

📅 Aug 2021 - Aug 2022

[Praxis](#)

Career Development

📅 Jan 2017 - May 2017

Praxis is an intensive personal and professional development program for young adults seeking to join the workforce early.

James Madison University

Computer Science

📅 Sept 2014 - June 2016

I left school to pursue education and experience more in-line with personal and professional interests

SUMMARY

Full stack web developer trained in modern technologies. Experienced background in web game development and professional QA.

WORK EXPERIENCE

Web Game Developer, Product Manager

Reflextions LLC

📅 Mar 2019 - Aug 2021

- Managed the production and development of a midsize video game (unannounced) targeted for Steam and Nintendo Switch
- Defined and iterated dozens of game design documents, item databases, and AI features
- Built and managed interconnected gameplay systems and mechanics
- Developed HTML5 video games for clients, rapidly iterating prototypes to meet design specifications
- Published web games for online portals, generating ad revenue

QA Tester

Bethesda Softworks

📅 Jun 2017 - Feb 2019

- Followed and designed test plans to identify bugs on *Fallout 76*, *Dishonored: Death of The Outsider* and *Wolfenstein II: The New Colossus*
- Worked embedded with developers to provide rapid QA support for high priority issues on *Fallout 76*
- Documented 1,000+ bugs via Hansoft and Test Tracker Pro while detailing the issue and reproduction steps concisely
- Creatively playtested using an analytical approach to find severe issues across game systems
- Reported high-quality, detailed feedback on various game problems
- Conducted hardware specific test cases on various computer configurations

Web Game Developer, Product Manager

Reflextions LLC

📅 Sep 2014 - May 2017

- Produced, designed, developed, and tested HTML5 video games from conception through release, collectively amassing over 5 million plays
- Worked on multiple freelance projects to create web and mobile games, collaborating with clients to identify and implement new changes and ideas
- Published games through web portals, Steam, The App Store, and Google Play
- Negotiated and licensed IP to publishers for \$18,000+ total

PROJECTS

[Construct Snippets](#)

Fullstack Developer

- Architected and implemented a fullstack application infrastructure for front-end access, user accounts, REST APIs, and database needs
- Implemented both client and server-side user data validation to ensure valid account information
- Created a responsive and pleasing user interface with Mantine React components
- Provisioned an Amazon EC2 instance and configured web serving with nginx, enabled domain SSL, and used pm2 to host Node instances

[Portfolio](#)

Front End Developer

- Developed a responsive single page application portfolio
- Built Svelte components to read and render content in data structures
- Created custom CSS to stylize and present content in an attractive way
- Designed various page layouts in Figma

[React Ticket Tracker](#)

Fullstack Developer

- Built a submission form to create and update tickets
- Implemented global state management via Redux to manage tasks
- Create API routes to edit user and task data
- Configured database hosting with MongoDB and server hosting via a subdomain with Amazon Route 53

[Kitty Cat Poker Slots](#)

Web Game Developer

- Created a responsive HTML5 Web Game and ported it to Android systems
- Built an account system with Firebase, supporting guests or login via Facebook, or email
- Implemented Google Play API to embed In App Purchases, Achievements, and Advertisements

[Soul Grinder](#)

Web Game Developer

- Created a survival HTML5 Web Game in under two weeks
- Pitched and published to game to web portals, getting 100k+ plays