

NATHAN BENNETT

Full Stack Web Developer

✉ nlb.nathan@gmail.com

🌐 [LinkedIn](#)

🐙 [Github](#)

🌐 [Portfolio](#)

SKILLS

Javascript; React; React Native; SQL; Git; Mongo; Firebase; Node.JS; Express; Amazon Web Services; HTML; CSS; Svelte; CLI; 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

📅 Sep 2014 - June 2016

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

WORK EXPERIENCE

Software Developer

[Code+/Trust](#)

📅 Nov 2022 - current

- Spearheaded the development and implementation of integral features in a mobile application, backend services, and frontend user portals
- Quickly and effectively resolved critical application issues, ensuring seamless service performance and satisfaction for clients
- Collaborated in sprint planning, onboarding of new team members, and actively participated in discovery sessions to drive project success
- Assessed project scope, proactively identified and resolved blockers, and maintained clear and open communication with stakeholders
- Actively contributed to the continuous improvement of development processes, enhancing efficiency, code quality, and team collaboration.

Web Game Developer, Product Manager

[Reflexions 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

[Reflexions 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

📅 July 2022 - Aug 2022

- 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

📅 June 2022 - Aug 2022

- 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

📅 May 2022 - June 2022

- 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

📅 Mar 2020 - Sep 2020

- 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

 Feb 2022

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