ROBERT BENDICK

+1 (916) 277-3383 ⬦ North Highlands, CA ⬦ robbiebendick@gmail.com

linkedin.com/in/robert-bendick ⬦ github.com/RobbieBendick ⬦ robbiebendick.com

SKILLS

Languages and Frameworks	JavaScript, TypeScript, Dart, Lua, Rust, Flutter, React, Express
Tools	Git, AWS, Google Cloud Platform
Soft Skills	Teamwork, Communication, Problem Solving

PROJECTS

Ray Tracing **2023 - Present**

Technologies: Rust

Description: Developed a ray tracer that employs advanced rendering techniques which includes realistic sphere rendering with dynamic shadows, intricate reflections, and detailed refractions.

- Significantly improved compile time by adding multi-threading and Xoshiro RNG algorithms.
- Implemented anti-aliasing to improve the quality of the image.

ArenaMarker **2021 - Present**

Technologies: Lua

Description: Developed a fully customizable community Add-On/plugin for an online game that effortlessly automates tedious UI tasks.

- 52k+ downloads.
- Rank 14 in popularity among other addons in its respective category.
- Gathered customer requirements & prioritized user stories.

Curb Companion **2022 - Present**

Technologies: Express, Node, RESTful API, MongoDB, Heroku, AWS S3, Dart, Flutter

Description: Developed and deployed this project, with a colleague, to connect users and mobile vendors (i.e. food trucks) who are constantly going from location to location.

- Lead Scrum development life cycles from initial development to the external beta release.
- Implemented security using authentication with JWTs, input validation and sanitation, password hashing, rate limiting, and other best practices.
- Developed the front-end, cross-platform mobile application in Dart using Flutter for Android and iOS.

WORK HISTORY

Freelance Web Developer **June 2022 - September 2022**

EDUCATION

KhanAcademy, Udemy, FreeCodeCamp, and free online Harvard CS50 course	**2019**
Cracking the Code Interview 6th Edition	**2020**
Scrum: The Art of Doing Twice the Work in Half the Time	**2020**
Introduction to Algorithms, 3rd Edition (The MIT Press)	**2021**