ROBERT BENDICK

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SKILLS

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

PROJECTS

Ray Tracing   September 2023

Technologies: Rust

Description: Constructed a ray tracer incorporating advanced rendering techniques, showcasing lifelike 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.
- Leveraged Rust's memory safety features to minimize allocation and improve performance for large, complex scenes.

ArenaMarker   June 2021 - Current

Technologies: Lua

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

- Identified an issue that users had with repetitive manual intervention.
- Lead project design and development from inception to official release.
- 100k+ downloads and rank 14 in popularity.
- Continually gather evolving customer requirements & prioritize user stories.
- Ensure and maintain portability between different version of game clients.

Curb Companion   October 2022 - ?

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

Description: Partnered with a colleague to create and deploy a project linking users with mobile vendors (e.g., food trucks) navigating various locations.

- Held the responsibility of Scrum Master in Scrum development life cycles from initial development to the external beta release to ensure team progress, productivity and to stay on task.
- Demonstrated clear and effective communication when working in parallel with back-end development.
- Designed and implemented complex state-management and authentication.
- Significantly improved the UI/UX of the mobile application.
- Developed and designed the web app and admin panel, independently, end-to-end.

WORK HISTORY

Freelance Software Developer   June 2022

- Developed a responsive front-end for an online game services platform, ensuring smooth user interactions and efficient transaction processing.

- Worked closely with backend developers to integrate APIs and maintain data consistency.

Freelance Software Developer   September 2024

- Developed both the front-end and key business logic for a restaurant PoS system.

- Implemented an intuitive and easily manageable interface, enabling staff to efficiently handle orders and edit the menu.