# ROBERT BENDICK

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## SKILLS

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|---|---|
| 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** — September 2023

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.

**Curb Companion** — October 2022

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.

**ArenaMarker** — June 2021

Technologies: Lua

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

- 53k+ downloads.
- Rank 14 in popularity among other addons in its respective category.
- Gathered customer requirements & prioritized user stories.

## WORK HISTORY

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

## EDUCATION

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|---|---|
| **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 |