Benjamin D. Sammons

Passionate Software Engineer with broad skillset and ability to understand business processes
while building excellent and trustworthy products.

B.S. in Computer Science from University of Missouri in 2015. GPA 3.661

TypeScript	PostgreSQL	Ecmascript 2018	Bash
Docker Swarm	Git	Json Schema	C# .NET
Node.js	React	Scala	Ruby
Nginx	Visual Studio Code	Python 3	C++

Social Security Administration (Subcontractor)
Aug 2017 - Present
Senior Node.js Developer
Node.js, Postgres, React

Federal Disability Case Processing System (DCPS). Significant contributor in the backend, and in production support. Requires Public Trust clearance.

Hyperfish
Feb 2016 - Aug 2017
Senior Software Engineer
Node.js, Typescript, React, Docker, Postgres

Directory Analyzer with sane experience to help users update missing or incorrect data. Third engineer, design and build large portions of backend.

Dwolla
Nov 2014 - Dec 2015
Software Engineer
Scala, C# .NET, Ruby, Docker, MySQL, MSSQL

Instant money transfers and a white labeled ACH api. Assist with design and development of microservices, retroactively reconcile years of financial event data.

Garmin
June 2014 - Aug 2014
Software Engineering Intern
C++, C, Python, Perl

Aviation device database team. Write and update data import adapters for new vendor sources, specifically to open up a new obstacle data source for an entire region of North America.

Trulaske College of Business
Aug 2013 - May 2014, Aug 2014 - Nov 2014
Database Developer
MSSQL, JavaScript, PHP, Asp.NET, C# .NET, LDAP

Departmental internal web development. Help maintain shared access databases backed my MSSQL, and build new web apps with PHP 5.

Archer Daniels Midland - Crop Risk Services
June 2013 - Aug 2013
Software Developer Intern
Visual Basic .NET, C#, MSSQL

Feature development on the AEROS insurance platform. Emphasis on updating and building new complex MSSQL procedures.

iSocial
April 2012 - May 2012, Aug 2012 - May 2013
Game Developer (Undergraduate Assistant)
Java, Unrealscript

Assist with developing a remote game-based educational support experience for students needing a special educator. Classes took place in a virtual world with group exercises led by a PhD researcher.