

Ben Cherry

bcherry@gmail.com
1970 W El Camino Real, Apt 1
Mountain View, CA, 94040
(831) 227-5279

Software Engineer

Objective

Software engineer with experience in web technologies and passion for creating really useful software seeks position on fast-paced application team.

Skills

Programming

- Proficient with and passionate about programming languages, esp. JavaScript, Python, and Java.
- Experienced with web development including XHTML, CSS Level 2/3, and, especially, JavaScript (the good parts).
- Proficient with relational database technology, including MySQL and SQL Server 2000+.

System Design

- Proficient in using object-oriented design to create large, scalable applications.
- Experienced with high-traffic web applications, especially performance and client architecture.

Project Leadership

- Proficient at leading and managing teams.
- Experienced working with technical and non-technical team members.

Employment History

Jun 2009 - Present: Slide Inc., *Software Engineer*

- Work on SuperPoke! Pets team as front-end developer using JavaScript and Python.
- Extensive work on client performance and code quality, resulting in gains of up to 25%.
- Work with Facebook, MySpace, and Hi5 social platforms.
- Utilize JavaScript to build fast, scalable features that are used millions of times a week.

Jan 2008 - Mar 2009: Xillent Corp, *Web Developer*

- Worked for a start-up web firm, specializing in custom application development.
- Worked primarily as an ASP.NET backend programmer, SQL guru, and jQuery hacker.

Apr 2006 - Jan 2008: Santa Clara University, *PC Specialist*

- Worked on a field support team of 6 for approx. 1000 users and 1500 machines.
- Worked primarily with Windows XP, as well as some Vista and Max OS X support.

Jun 2003 - Aug 2007: Camp Wolfeboro, BSA, *Staff*

- Worked at Camp Wolfeboro summer camp in a variety of positions, including Program Director, Commissioner of Special Events, and Nature Director.
- Led staff teams of up to 20 individuals on large projects.
- Managed camp of up to 450 staff and campers.

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Software Projects

Aug 2009 – Present: Adequately Good (personal blog)

- Built custom blog software on Google AppEngine, modified from Bloog open-source project, and complete custom front-end markup, script, and design.
- Update regularly with solutions to interesting problems, and code snippets, primarily focused on JavaScript and front-end web development.

Sep 2008 – Jun 2009: Noteflash (Senior Thesis)

- Team of 3 designed and built an interactive note-taking application for the web.
- Allows users to create and edit notes, and receive similar notes in real time from other users to augment their own, using a semantic comparison engine.
- Application was built on ASP.NET MVC and Silverlight 2, with LINQ to SQL, WCF, jQuery, and the Spark View Engine.

Feb 2003 - Oct 2005: TI-89 Calculator Game Programming

- Actively involved during high school developing games for the TI-89 graphing calculator.
- Wrote many well-received games, including an unfinished port of Super Metroid that introduced me to object-oriented programming by creating an object-based game engine in over 20,000 lines of C code on an embedded platform.
- Regularly helped members of the community with problems, and maintained a set of tutorials explaining the techniques behind Metroid.

Education

Sep 2005 – Jun 2009: Santa Clara University, *BS in Computer Engineering*

Awards and Memberships

Apr 2009: Upsilon Pi Epsilon Member, *Santa Clara University Chapter*

Mar 2009: Tau Beta Pi Member, *Santa Clara University Chapter*

Aug 2004: "Goofy Award" for Leadership Excellence, *Camp Wolfeboro, BSA*

Apr 2004: Eagle Scout, *Boy Scouts of America*