

Benjamin Wakefield

Full Stack Software Engineer

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Full Stack Software Engineer and Amateur Game Dev, working on enhancing and broadening my developer skills and knowledge! Thoroughly enjoy designing and implementing code in both the front and backend!

Tech Stack

- C#/.Net
- Javascript
- Angular
- React
- Node/Express
- Ruby/Rails
- HTML/CSS/SCSS
- Powershell/Bash
- Batch
- Git
- SQL-Server
- PostgreSQL
- MongoDB
- CosmosDB

Tools

- Github
- Bitbucket
- Jira/Trello
- TeamCity
- Heroku
- Octopus
- Devops
- Azure
- Cloudinary
- AWS S3/ECS
- SourceTree
- VS/VS Code
- Rider
- Unity

Education/Employment

Employment:

Domino's Pizza Enterprises Ltd
Mar 2022 – Present

- Associate Software Engineer
- Maintain .Net microservices
- Impl. Azure integrations
- Pipeline migration/creation
- Test Driven Development
- Agile Ceremonies

Employment:

Consultation Manager
May 2021 – Mar 2022

- Junior Software Engineer
- Angular/.Net

Education:

Coder Academy – Diploma of IT
Aug 2020 – Feb 2021

- Diploma of Information Technology
- Full Stack Web Dev Bootcamp
- Completed a number of web dev projects featured on the left!

Employment:

Burrell Stockbroking & Superannuation

Oct 2017 – Aug 2020

- Administrative Assistant

Education:

QUT - Bachelors of Business
Jan 2015 – July 2018

- Finance Major
- Behavioural Science Minor

Projects

Mongo | Express | React | NodeJS | CSS | Cypress | Mocha/Chai

github.com/asynchronous/inspiration_homes_frontend

github.com/asynchronous/inspiration_homes_backend

Inspiration Homes: Project Management and Tracking Website

- Separately hosted front and backend MERN Stack application. Allows for creation of Jobs by clients, progressive build stage tracking, setting of stage costs, image upload using AWS for build stages, comments system for comm. between client and builder and more.

Rails | Ruby | HTML | CSS/SCSS | Javascript | PostgreSQL

github.com/asynchronous/hermetic_exchange

The Hermetic Exchange: Virtual Item Marketplace Web Game

- Ruby on Rails Two Way Marketplace - Users play a chance-based game and earn randomly generated magic items that can be bought and sold on a two-way marketplace.

Terminal | Ruby | ShellScript | JSON

github.com/asynchronous/lostinthewoods

Lost In The Woods: Text Adventure Roguelike

- Ruby command line app with JSON save files. Random generation elements, usage of third-party libraries (gems) and complex control structures

C# | Unity | ShaderGraph

github.com/asynchronous/RealTimeUnityRoguelikeProject

Untitled: Unity Roguelike Project (Still under construction)

- Realtime top down physics roguelike
- Mesh Generation using matrices, Procedural Animation/Map Generation/Simple AI using finite state machines