

# Benjamin Wakefield

## Full Stack Software Engineer

**Portfolio:** [asynchronous.github.io/PortfolioWebsite/](https://asynchronous.github.io/PortfolioWebsite/) **LinkedIn:** [benjamin-wakefield-569143159/](#)  
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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](https://github.com/asynchronous/inspiration_homes_frontend)

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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](https://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](https://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](https://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