Benjamin Wakefield

Full Stack Software Engineer

Portfolio: bwake.dev **LinkedIn**: benjamin-wakefield
Github: github.com/asyncronous **Email**: bwakefield34@gmail.com **Contact**: 0499794102

Versatile Full Stack Software Engineer with proven experience leading cloud migrations, modernising platforms, and automating DevOps and translation workflows for Domino's global operations. Recognised for technical breadth, reliability, and collaborative leadership in high-impact, multi-region projects. Passionate about designing and implementing scalable solutions across both Front and Backend, enabling cross-team adoption of new tools and driving continuous improvement.

Tech Stack

- C#/.Net
- Javascript/React
- GraphQL
- Node/Express
- Terraform
- YAML
- SQL

- Powershell/Bash
- Batch
- Git/SourceTree
- AKS/Kubernetes
- CosmosDB
- SQL-Server
- AKS

Tools

- Github
- Bitbucket
- Jira/Confluence
- Azure Devops
- TeamCity
- Octopus
- Google Cloud

- Azure
- AWS/ECS/S3
- Copilot
- NewRelic
- AppInsights
- Grafana
- VS/VS Code

Projects

Mongo | Express | React | NodeJS | CSS | Cypress | Mocha/Chai
github.com/asyncronous/inspiration_homes_frontend
github.com/asyncronous/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/asyncronous/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/asyncronous/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/asyncronous/RealTimeUnityRoguelikeProject
*Untitled: Unity Roguelike Project (**Still under construction**)*
- *Realtime top down physics roguelike*
- *Mesh Generation using matrices, Procedural Animation/Map Generation/Behaviour trees*

Education/Employment

Employment:
Domino's Pizza Enterprises Ltd
Mar 2022 – Aug 2025
- *Developed scalable .Net 8 services*
- *Modernised legacy platforms*
- *Led cross-team cloud migration projects (Azure, AWS)*
- *Automated DevOps pipelines*
- *Implemented translation workflows*
- *Enabled cross-team tool adoption*
- *Migrated platforms to Entra ID*
- *Built automated SQL pipelines*
- *Integrated banking backend services*
- *Improved caching and service performance*
- *Enhanced monitoring and logging across platforms*
- *Planned and executed legacy platform decommissioning*

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!*

QUT - *Bachelors of Business*
Jan 2015 – July 2018
- *Finance Major*
- *Behavioural Science Minor*