BENJAMINCALDWELL

IIII Systems Design Engineering Undergrad

♠ 630 Yarmouth Dr. Waterloo, ON N2K 4C2

bcaldwell.ca



≥ benjamin.caldwell@uwaterloo.ca

github.com/benjamincaldwell

in linkedin.com/in/caldwellbenjamin



Technical Competitions =

Top 10 at Hack the North

(226) 929-2079

- · Created an infinite AI playground game called Botscape
- Developed front-end user interface



Personal Projects

Open Source devctl

 A Go CLI that automates developer environments using docker containers

kubernetes init

 A collection of Ruby scripts and Ansible playbooks to automate the kubernetes cluster setup process

git repo mirror

Open Source

• A service written in **Go** that keeps two git repos synchronized

Remarkr

- Built a social platform which recommends internet content based on what your friends are reading and commenting on
- Successfully pitched start-up project to judges at Ace the Pitch Competition, securing a start-up grant

express socket json routes **Open Source**

- Npm module, installed overed 1 400 times, that allows for the creation of Socket.io and **Express** routes simultaneously using a json configuration object
- Setup **Travis CI** for continuous integration

Pebble Notify Me

- Developed a notification system that delivers time based notification to a pebble user
- Inital development was targeted to aid individuals with multiple sclerosis
- User tested application and modified design based on feedback

Arduino dashboard

Open Source

• Developed web control panel for Arduino using Node and Angular, to allow for easy testing of Arduino circuits



Skills |

- INFRASTRUCTURE: Docker, Kubernetes, Ansible, Chef, NGINX, Linux, CI systems
- LANGUAGES: Ruby, Go, Javascript, HTML, CSS (Less & Sass), Python, C++, Bash, SQL
- FRAMEWORKS: Ruby on Rails, Backbone Marionette, Angular, Vuejs,
- TOOLS: Git, Arduino, Raspberry Pi



Shopify **Production Engineer**

shopify.com Jan 2017- April 2017

 Developed features and fixed bugs for a Ruby on Rails application that detects and monitors hundreds of services

- Responsible for designing and building a system to track thousands of dependencies and notify owners regarding critical updates
- Prototyped a system to automatically update Ruby Gems
- Extended an existing tool to run services in Kubernetes during development using Minikube

Data Application Developer

May 2016- Aug 2016

- · Worked on an internal Ruby on Rails data visualization tool used by analysts and executives
- Improved data discovery by improving search functionality and implementing data model relationship graph diagrams
- Integrated iPython notebooks to natively display reports

MAJiK Systems Software Developer

majik.io

Sept 2015- Dec 2015 Developed core modules for MAJiK Systems

software which were deployed to customers to offer real-time factory production monitoring

- Developed front-end software that was used by customers using Backbone Marionette MVC framework
- Designed and implemented front-end caching layer to reduce overlapping API calls

Software Developer

Jan 2015- May 2015

• Worked primarily on two new MAJiK modules: Operator Input and Shift Report