

BEN VISINTAINER

Bozeman, Montana

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SUMMARY

Seasoned technical professional that believes the best solutions arise when diverse minds work together. Fueled by a blend of customer focus, collaborative teamwork, and creative thinking to create organizations harnessing this energy. Rooted in constantly challenging the status quo, asking “why” and “how”, envisioning future-ready solutions, and guiding projects from ideation to realization to craft solutions that address today's challenges, while also anticipating tomorrow's needs.

SKILLS

Agile/Scrum Leadership, AgriTech Solutions, Application Development, Application Monitoring, Architectural Leadership, Business Process Management, Client Collaboration, Client Relations, Collaborative Engineering Culture, Communication Centralization, Data Visualization, Document Management, Framework Design, Full Stack Development, Incident Management, IoT Endpoint Solutions, Performance Optimization, Process Improvement, Project Management, Rapid Development, SDLC, Vendor Integration, Version Control, Web Development

EXPERIENCE

SOLUTION ARCHITECT

Resideo

Feb 2022 - Aug 2023

- Created a high-level solution design for proprietary IoT devices incorporating insights from Engineering and Product teams.
- Served as a crucial member of a cross-functional Engineering team tasked with authoring a universal domain model and advocating a model-first engineering paradigm for the wide array of Resideo's IoT devices and services.
- Contributed to the adoption of versioned, schema-driven data models to define common structured data as part of the model-first engineering initiative.
- Provided ongoing support to Product and Engineering teams that enabled them to move more quickly through precise product requirements identification, user experience refinement, and engineering implementation dissemination.
- Created a library of reusable diagramming elements, which proved key in representing generic data paths from IoT devices to data platforms, reduced redundancy and design efforts, and provided consistency across projects, ultimately paving the way for smoother architectural and developmental processes.

SOFTWARE ENGINEER

INFINETIX

2019 - 2022

- Engineered a .NET desktop application to provide real-time graphical representations of pipe analysis samples, providing instant insights to users for up to four channels of streaming data.
- Designed and developed a proof of concept (POC) to showcase the potential of integrating agricultural environmental controls with IoT devices; logged data to the cloud via custom IoT endpoint and web-based dashboard built with .NET Core, Azure Cosmos DB, and Angular.
- Developed a POC to evaluate the compatibility and efficiency of the OpenFMB protocol with ultra-low-powered endpoints using MQTT/MQTT-SN, Go, RabbitMQ, and BeagleBone Black.

SENIOR ENGINEER II

Nordstrom

2017 - 2019

- Authored and presented to executive leadership an architectural roadmap for Nordstrom's branded product line, a multi-billion-dollar private label line of business that laid out a plan to evolve the technological foundation to a modern, service-oriented architecture, rich UX, and telemetry to support business growth.

DIRECTOR OF ENGINEERING

Schedulicity

2016 - 2017

- Successfully restructured a six-member engineering team, embracing a remote work culture (comprising 50% of the team), which led to a 250+% increase in team productivity within nine months.
- Initiated an on-call protocol from the ground up, integrating PagerDuty's on-call schedule management and leveraging New Relic to strengthen monitoring of the entire stack.
- Led the use of Confluence for all technical, product, and QA documentation from nearly zero documentation to a repository of 2000+ articles in under a year, transitioning from "tribal knowledge" to a centralized store of engineering and product knowledge.
- Leveraged Slack integrations for centralized notifications of CI/CD build status, daily asynchronous stand-up status, JIRA/Confluence notifications, PagerDuty alerts, and New Relic insights.
- Advocated for the integration of New Relic for comprehensive application monitoring, performance insights, and rapid responsiveness.
- Functioned as System Architect for a vendor integration project, leveraging modern technologies like Go, TypeScript, Node, Protocol Buffers, and MongoDB.

SENIOR STAFF ENGINEER

Nordstrom

2013 - 2015

- Provided technical leadership and was recognized by business partners for outstanding collaboration on internal desktop and web-based applications that drove business growth and optimization.
- Led the team and organizational migration from TFS to Git, instilling a culture grounded in standardized best practices and optimized development workflows; mentored and elevated the capabilities of team members to create a full-stack engineering team.
- Designed and developed class libraries for n-tier applications, leveraging .NET, C#, OOP, WCF, NuGet, Jenkins, WinForms, ASP.NET, Visual Studio, and jQuery.

STAFF ENGINEER

Nordstrom

2010 - 2013

- Led the team and organizational migration from TFS to Git, instilling a culture grounded in standardized best practices and optimized development workflows; mentored and elevated the capabilities of team members to create a full-stack engineering team.
- Designed and developed class libraries for n-tier applications, leveraging .NET, C#, OOP, WCF, NuGet, Jenkins, WinForms, ASP.NET, Visual Studio, and jQuery.

SOFTWARE ENGINEER

Nordstrom

2006 - 2010

- Contributed to several business initiatives, from streamlining customer marketing preferences, cross-border exchange rate cost analysis, bespoke order, and planning applications to architecting an SOA-based designer label customer management platform.
- Served as key member of a pilot project to adopt Agile, from which we developed tailored guidelines for enterprise adoption were designed and implemented.
- Guided the assessment and incorporation of Team Foundation Server (pre-Git adoption) as the go-to source control system for .NET applications, enhancing versioning, and collaboration.
- Increased application efficiency by engineering a multi-threaded solution, reducing batch tax processing execution time from 16 hours to 40 minutes.

SOFTWARE ENGINEER

Ascentium

2004 - 2006

- Engineered a range of Windows desktop and web-based .NET applications, leveraging C#, VB.NET, SQL, and Jenkins while serving as Developer and Lead Developer for various projects.
- Advocated Agile/XP methodologies to drive swift development cycle iterations as Lead Developer.

- Served as a client liaison, offering insights and expertise to Fortune 500 clientele, ensuring all product requirements were transformed into tangible solutions.

SOFTWARE ENGINEER

Next IT

2003 –2004

- Designed .NET applications for both Windows desktop and web platforms, utilizing C# to expedite the development of FPML data sets that served as the models driving natural language 'chatterbots' and their underlying AI engines in support of the company's conversational AI products.
- Engineered a .NET WinForms application framework, forming the backbone of the FPML Developer Tools Suite, which was later known for its unique, dynamically-loaded plug-in modules, coupled with XML and SQL components.

ADDITIONAL EXPERIENCE

SOFTWARE ENGINEER

B.E. Visintainer, LLC

- Collaborated with Hardware Engineers to conceptualize and implement meter relay firmware, enhancing meter data received over 900MHz and ensuring efficient relay over 1.4GHz.
- Oversaw the creation of a lab test environment for the production and support of the 900MHz/1.4GHz field trial equipment in support of early smart home control systems.
- Collaborated with Hardware Engineers to use off-the-shelf components to create field test devices at 10x savings per device compared to existing internal test devices.
- Engineered companion Windows desktop and Pocket PC applications to analyze meter radio signal strength.
- Engineered a desktop application that accurately paired radio signal strengths with corresponding GPS coordinates from attached radio-supported meter devices, promoting data precision; implemented a companion web-based dashboard to review collected data streams.
- Created websites tailored to diverse sectors, from long-haul transportation to healthcare.
- Cultivated client relations by actively engaging in project discussions, understanding client needs, and ensuring accurate implementation, testing, and timely delivery.

DESIGN ENGINEER

INFINETIX

- Engineered the design and development of a graphics library for an embedded gaming system, supporting eight LCD monitors simultaneously from a single CPU.
- Oversaw version and document control system, ensuring seamless workflow and consistency in software iterations.
- Partnered with Graphic Designers in refining and adjusting graphics to achieve presentation standards and meet stringent quality benchmarks.
- Collaborated closely with clients, offering insights on project implementation, deciphering requirements, and overseeing comprehensive software development, testing, and delivery cycles.
- Streamlined processes for software package reviews, ensuring precise verification by third-party auditors.
- Demonstrated exceptional skills in diagnosing, isolating, and rectifying software/hardware issues.

EDUCATION

Bachelor of Science in Computer Science, Italian Studies | **Gonzaga University**

LANGUAGES

- English
- Italian (Intermediate)

TECHNICAL SKILLS

.NET, Angular, Angular Material, ASP.NET, Azure Schema Registry, BeagleBone Black, Bitbucket, C, C#, Confluence, CosmosDB, Docker, Git, GitHub, Gitlab, Go, GraphQL, Jenkins, JIRA, jQuery, JSON, Microsoft Office, Microsoft Teams, MongoDB, MQTT/MQTT-SN, Node, Nuget, OOP, OpenFMB, Postgres, Protocol Buffers, RabbitMQ, Slack, SQL, SQL Server, SourceTree, TFS, TypeScript, Visual Studio, VS Code, WCF, WinForms, XML