

Ben Pham

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PROFESSIONAL PROFILE

Highly motivated full stack developer with a strong background in test driven development, database optimization, and an eye for accessible design patterns in an agile environment in fast paced startups. Open to relocation on a global level.

I'm adept at picking up new frameworks, build software that scale to load, identify and organize software to business logics and providing tests for all of their acceptance criteria, as well as spot for best accessibility and security practices.

SKILLS

Languages – Ruby, PHP, Python, HTML, CSS, Javascript

Frameworks/Libraries – Rails, Laravel, Bootstrap, StimulusJS, Percy

Databases – Relational Databases, MySQL, PostgreSQL

Version Control – Utilize Git on a daily basis including reviewing pull requests

Testing – Test driven development using RSpec

Communication – Able to communicate between teams in multiple remote locations

CAREER SUMMARY

Quimbee – Remote, USA

Rails Developer

Jan 2021 – July 2024

- Remodel the site design scheme and help convert tech debt code to StimulusJS
- Created SQL queries to help internal team track sales data and metrics
- Implement onboarding features to sync data between external parties and Hubspot
- Bug triaging across various projects on the site

FormulaFolios – Costa Mesa, CA, USA

Rails Developer

Sep 2018 – Dec 2020

- Researches new packages and practices to improve existing applications
- Integrates external APIs to help traders monitor market data
- Optimizes web applications to improve user experience and accessibility
- Streamlines advisor processes to help onboard new clients
- Contributes to pull requests and wikis to improve developer knowledge

Home Campus Software Engineer – Costa Mesa, CA, USA

PHP Software Engineer

Apr 2017 – Sep 2018

- Helped athletic directors maintain sport league schedules and scoring
- Onboard new student athletes and coaches to school sports teams

- Streamlined paper work for student athletes and school faculties

Software Engineer Intern

Oct 2016 – Mar 2017

- Reduced maintenance time by transferring codebase to version control system
- Released Home Campus mobile app for iOS and Android in Java and Swift
- Maintained and fix bugs for legacy PHP web app

PROJECTS

IF-ME Contributor – <https://git.io/JUcma>

August 2020 – Dec 2020

- Contributes to open source Ruby on Rails mental health community site
- Refactors controller spec to request spec base on RSpec best practices
- Cleans up testing pattern for more readable and reliable tests
- Helps newer developers by providing descriptive pull request feedbacks
- Suggests feedbacks for new tickets to improve the quality of life for the site
- Streamlines password policies to improve user security and accessibility

Arma 3 Editor Loader – <https://git.io/JUcmr>

June 2018 – August 2018

- Cut mission editing time by creating an interactive C# mission parser and template loader for a game called Arma 3

MySQL Slow Log Parser – <https://git.io/JUcm6>

February 2018

- Speeds up analysis time for MySQL slow queries with a terminal based Python application to filter out the most common slowest queries

EzPCzy PHP & Java E-commerce Website (UC Irvine Project)

June 2016

- Worked with a team of 4 to develop an Ecommerce website using MySQL, PHP, Java servlets, AJAX, Javascript, HTML/CSS, and JSP
- Used GitHub as version control to collaborate with other group partners

Fablix Java E-Commerce Website (UC Irvine Project)

March 2016

- Collaborated with a team of 3 to develop an E-commerce website
- Setup master slave instances on Amazon Web Services EC2 instance
- Created mobile app on Android that contacts website API

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science

Irvine, CA, USA

October 2013 - March 2017

GPA: 3.28

INTERESTS

I am very active and spend a lot of time in martial arts such as Muay Thai. Seeing people grow and thrive through the gym doors are one of my biggest joys in life. I enjoy hiking and being out in nature I enjoy traveling when I can. I also like to contribute to open source or create some custom scenarios for games on my spare time.