

Benjamin Papac

Software Engineer

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SKILLS

Software Engineering: React, Javascript, Typescript & Python; CSS, HTML, jquery; AJAX; Mongoose, MongoDB, AWS Firebase Django, PostGres; GitHub; GraphQL, Express.js, Mocha, Node.js; front end engineering, back end engineering, testing, debugging, Object Oriented Programming

Proficiencies: Public & interpersonal communication, leadership, training expertise, management

PROJECTS

LG Management - Full stack web app that serves as the public facing page for a boutique talent management company. A notable UI tool is on the Talent page, which creates a "look book," of the actors represented by the company. Simply click on an actor's headshot, that actor's information smoothly slides into view.

- Fullstack web app built using HTML, CSS styling, coded in javascript, accessing client/server networking
- Created Frontend React web app that features complex engineering and beautiful UX and UI
- Developed Full CRUD backend API: GraphQL, Node.js, Apollo, Prisma, MongoDB
- Applied rudimentary cybersecurity for admin login

Onitama - React Native app that runs a simulation of the board game Onitama, designed by Shimpai Seito. Features a miniMax AI opponent that presents challenging gameplay for the user, and will soon sport a database that allows users to track their game history, along with other interactive UX features.

- Frontend web page built using React Native, HTML, CSS styling, coding in javascript
- Applied complex AI engineering feature that enhances player experience.
- Implemented infinitely replayable simulation of Onitama (a board game)

EXPERIENCE

Software Engineer Intern, Amotins INC.

01/2023 - Present

- Build React Components in a Next.js app
- Participate in weekly standups
- Update training and onboarding documentation, assist in standardizing codebase for maintainability
- Train other interns in React and Next.js
- Refactor, debug and optimize existing code
- Code in Typescript, Javascript

Software Engineer, LG Management

06/2022 - 10/2022

- Collaborated with client regularly; consistent, creative engineering deliverables; responsive to revisions with flexibility
- Worked independently: planning, design, software engineering, scripting, debugging, and publication.
- Learned new technologies (Apollo & GraphQL) for networking frontend to backend.

Field Organizer, Democratic Party of Georgia

09/2020 - 11/2020

- Achieved 13 point margin improvement over the 2016 Presidential election (2016: Clinton -19, 2020: Biden -6).
- Managed communication and coordination of 6 volunteer leaders; conducted over 4,000 recruitment calls.
- Created 4 training videos for volunteers; helped 10-person team solve problems in real time and sustain passion during constantly shifting challenges.

EDUCATION

Software Development, General Assembly

11/2021

- Completed competitive frontend, backend and fullstack engineering projects, leveraged API
- Collaborated with software engineering teams to build full stack web apps
- Appointed to leadership position for project work: managed team communication, deliverables, and stretch goal

Louisiana State University, B.A. Broadcast Journalism, Magna Cum Laude

05/2014