Ben Saufley

Full-Stack Web Developer

http://bensaufley.com % 207.232.7703 🏻

@bensaufley **?**

in/bensaufley in

contact@bensaufley.com

Experience

EverQuote, Inc
Director of UX Engineering

Cambridge, MA 2013 - Present

Previously:

• Technical Lead, UX

Jan 2015 - Aug 2017

• Web Designer & Front-End Developer

2013 - Jan 2015

Managing and developing alongside the team of engineers responsible for building and maintaining the user experience across EverQuote's range of consumer-facing, business-facing, and internal applications. Responsible for code review, establishment and maintenance of code quality standards, project planning and execution, and working closely with other teams and company leadership to build full-stack implementations for short-term and long-term business opportunities.

Millennium Partners Sports Club Management, LLC Online Marketing Designer & Developer

Boston, MA 2009 - 2013

Sole in-house developer and digital designer, working in collaboration with print designer. Designing, developing, and sending thousands of emails per week to club members, employees, and prospects, in addition to developing, maintaining and improving web pages and web applications in PHP and HTML. Creating and maintaining MySQL-backed web applications for a number of purposes including member communications and class scheduling. Also involved in video production and other design and marketing efforts.

Education

Emerson College Boston, MA
MA, Global Marketing Communication & Advertising 2009

Savannah College of Art & DesignSavannah, GABFA, Animation2007

Skills

Languages: Proficient in Ruby, Node.js, TypeScript, PHP, MySQL, Postgres, HTML (HAML, Pug, Slim), CSS (SASS), ES5/ES6+ (Babel), and shell. Experience with Go, Swift, LESS, and MongoDB.

Frameworks and Libraries: Proficient in Ruby on Rails, Rspec/Capybara, Webpack, Next.js, React/JSX, Redux, Sequelize, Mocha/Chai, jQuery, Wordpress, Express.js and Sinatra. Experience with Backbone.js and Meteor.

Software: Proficient in Adobe Creative Cloud suite, Sketch, Git, Windows and Mac environments. Develop in Visual Studio Code, RubyMine, and Xcode for Swift. Office suites are no problem. Use vim when handy, but no hjkl – arrow keys exist for a reason.

References available on request.