
Benjamin Wade

Jr. Developer

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<https://benwade91.github.io/Portfolio/>

SUMMARY

Currently a San Francisco sanitation engineer excited to learn and grow in a new industry. Dependable team player, focused on writing easily readable and maintainable, efficient code in an array of languages and frameworks.

PROFICIENCIES - HTML, CSS, JavaScript, NodeJS, JQuery, Express, ReactJS, Mongoose, Git, MySQL, MongoDB, Bootstrap, HandlebarsJS, Webpack

EDUCATION

UC Berkeley Extension Coding Bootcamp, Berkeley SEPTEMBER 2020 - PRESENT

PROJECTS

SimpleSuds - On a team of three, I was responsible for creating the front end of the app. I used HandlebarsJS for HTML templating, JavaScript and JQuery for basic functionality, & styled it all with Bootstrap and vanilla CSS to ensure mobile responsiveness.

iCycle - On a team of three, I was responsible for implementing multiple APIs and making them work in unison to display locations of bicycle-related accidents and events in a user-specified location.

EXPERIENCE

UC Berkeley Extension Coding Bootcamp, Berkeley - *Student*, SEPTEMBER 2020 - PRESENT

- Studied computer science fundamentals & engineering best practices
- Worked in teams to develop and deploy full-stack apps following MVC and within deadline requirements
- Created PWAs with on/offline functionality
- Practiced version control and collaboration using Git and GitHub
- Created RESTful APIs with both SQL and NoSQL databases

Recology Sunset, San Francisco - *Driver*, MAY 2018 - PRESENT

- Work alone and in teams to safely and efficiently collect refuse throughout San Francisco
- Conducted multiple daily safety inspections to identify potential faults in equipment
- Communicated potential issues with supervisors to ensure harmonious awareness of route conditions