

# Ben Lambert

Portland, Oregon

(503) 737-4325

benjaminhlambert@gmail.com

github.com/blahshaw

## Education

- **Oregon State University**  
*B.S. Computer Science*

Corvallis, OR  
*Graduation Date: June 2013*

## Industry Experience

- **UTi Worldwide**  
*Software Engineer*

Portland, OR  
*June 2013 - Present*

- Improved data quality, fixed critical defects, and implemented new features in the user interface for supply chain management software used in production internationally.
- JavaScriptMVC, jQuery, Ruby on Rails, CSS, Java, Eclipse, RTC, Microsoft SQL Server

- **OSU Center for Genome Research and Biocomputing**  
*Software Developer*

Corvallis, OR  
*November 2012 - June 2013*

- Achievements: Developed, tested, and documented a laboratory management system used by over seven hundred researchers at Oregon State University.
- Technologies used: PHP, Python, MySQL

- **Intel Corporation**  
*Software Test Engineer Intern*

Hillsboro, OR  
*April 2012 - September 2012*

- Achievements: Increased the efficiency of network interface card validation by developing an inventory management system that streamlined the testing process.
- Technologies used: C#, C++, Microsoft SQL Server, Visual Studio

- **The Business Solutions Group**  
*Student Software Analyst*

Corvallis, OR  
*May 2011 - March 2012*

- Achievements: Discovered and triaged bugs in traffic control software used in production by the Oregon Department of Transportation.
- Technologies used: Microsoft SQL Server, Visual Studio, IIS, XML, Visio

## Personal Projects

- **Post Office DNS**  
<https://github.com/blahshaw/Post-Office-DNS>

- Achievements: Created a prototype of a service that maps a user's physical address to unique identifier.
- Technologies used: Ruby on Rails, CSS, PostgreSQL, Git, Heroku, Twitter Bootstrap

- **SteamShare**

- [\*https://github.com/blahshaw/SteamShare\*](https://github.com/blahshaw/SteamShare)

- Achievements: Created a proof-of-concept web application for users of the Steam PC gaming platform to find other users to share their game library with.
    - Technologies used: Python/Django, CSS, PostgreSQL, Git, Heroku, Twitter Bootstrap

- **World of Warcraft User Interface addon**

- [\*https://github.com/blahshaw/TrickMyToon\*](https://github.com/blahshaw/TrickMyToon)

- Achievements: Modified the UI for the online game World of Warcraft to provide users with information to customize their character's optimally. This addon received hundreds of downloads during its lifespan.
    - Technologies used: Lua, Git