

Ben Lambert

Portland, Oregon

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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

- Achievements: Improved data quality, fixed critical defects, and implemented new features in the user interface for supply chain management software used in production internationally.
- Technologies used: AngularJS, Grunt, 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 share their game libraries with other users.
 - Technologies used: Python/Django, CSS, PostgreSQL, Git, Heroku, Amazon Web Services, 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 characters optimally. This addon received hundreds of downloads during its lifespan.
 - Technologies used: Lua, Git