

Ben Lipson
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Education

St. Olaf College - Northfield, MN
B.A Computer Science, 3.5 GPA

Class of 2015

Professional Experience

Software Engineer
SPS Commerce - Minneapolis, MN

September 2016 - Present

Software Development using AngularJS, NodeJS, Karma, Jasmine, Oracle SQL, PostGreSQL, Python, Java, Kotlin, Docker, Bash, Mesos, Marathon, AWS, Git, and Agile

- Contributed development skills towards projects for MiniVAN (Value Added Network), Daily Reports, Testing and Certification setup, Cross References, Location/Address Services, and Document Resets
- Produced new systems for searching, creating, updating, and deleting mailboxes, routes, documents, daily reports, and cross references
- Worked with implementation analysts and customer success consultants to meet their specifications
- Participated in bi-weekly sprint review and planning meetings in accordance with agile
- Pushed for continuous delivery through the use of github, jenkins, bash, docker, S3, ECS, Mesos, and Marathon
- Advocated for rigorous testing by having test coverage over all my code in the form of unit tests, integration tests, and functional tests

Software Developer
Proto Labs, Inc. - Maple Plain, MN

June 2015 - August 2016

Software Development using .NET, AngularJS, NUnit, Karma, Jasmine, ElasticSearch, SQL Server, Git, Agile, and Scrum

- Contributed development skills towards projects for back-to-back orders, international order validation, and tax calculation
- Created new APIs to publish order-related data, and order notes data
- Created new systems for searching orders, order draft entry, order notes, denied party screening, and entity changes
- Participated in daily scrum meetings, bi-weekly sprint planning meetings, and occasional product planning/estimation meetings in accordance with agile practices
- Worked with the customer service and sales departments to meet their specifications
- Developed products through the full software lifecycle to deployment

Unity development in Javascript and C#

- Worked with clients to develop mobile and computer games to their specifications
- Gained experience with user interface development concepts
- Designed and developed various levels for different games
- Deployed products to Steam and other gaming platforms
 - You can find my name in the credits of a game called 'Pixel Galaxy' on Steam

Cluster Manager and CSInParallel Student Researcher

May 2013 - May 2015

St. Olaf College - Northfield, MN

Developer operations using Unix, Xen, LibVert, VirtualBox, Virt Manager, and Bash

Parallel computation research using OpenMP, OpenMPI, CUDA, C, and C++

- Admin for several clusters and servers
- Built and cloned physical and virtual clusters currently in use by St. Olaf's CS department
- Created a git server in use by the CS department for homework version control
- Developed a cluster with dedicated graphics using PCI passthrough and a second GPU
- Created teaching materials to be used by students in the CSInParallel class at St. Olaf
- Explored the capabilities of parallel and distributed computing by writing programs to test various algorithms

HiPerCiC Student Researcher

May 2013 - May 2015

St. Olaf College - Northfield, MN

Web application development with HTML, CSS, JavaScript, Python, MapReduce, Hadoop, and Android

- Worked with interdisciplinary professors to develop and maintain several Django web applications used by the neuroscience, economics, and linguistics departments
- Created website-style teaching materials for various classes
- Maintained Android applications created by students

Teacher's Assistant

September 2014 - May 2015

St. Olaf College - Northfield, MN

Instruction and support to students in the Intro to CS, Hardware Design, and Software Design courses

- Graded papers, projects, and presentations created by students
- Assisted professors during classes by setting up slides, handling logistics, and answering student questions during free work time
- Held regular labs and help sessions

Relevant Coursework

Software Development

Intro to CS, Software Design, Android Programming, High Performance Cointegrated Computing (HiPerCiC), Mobile Web Graphics, Senior Capstone Project

Computing Concepts

Hardware Design, Operating Systems, Programming Languages, Logic Programming, Algorithms/Data Structures, CS In Parallel

Skills

Proficient Languages

C, C++, C#, Python, Java, Kotlin, JavaScript, HTML/CSS, Visual Basic, SQL

Proficient Frameworks and Tools

OpenMP, OpenMPI, CUDA, ngrest, OpenGL, .NET MVC, .NET Core, .NET WebForms, Classic ASP.NET, NUnit, Django, Flask, Pyramid, SQLAlchemy, Pip, DropWizard, Jersey, Spring, Maven, Gradle, JUnit, QueryDSL, WebGL, AngularJS 1, AngularJS 2, ReactJS, NodeJS, ExpressJS, Jasmine, Karma, Bootstrap CSS, SQL Server, PostGres, Oracle

Competent Languages

Assembly Code, Prolog, Ruby, Clojure, F#, Scheme, Bash, PowerShell

Competent Frameworks and Tools

Sinatra, Rails, MongoDB, ElasticSearch, Docker, Jenkins, AWS, Mesos, Marathon