

# Ben Martinson

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GitHub: <https://github.com/bmartinson5> - LinkedIn: <https://linkedin.com/in/bmartinson5>

Portfolio: <https://bmartinson5.github.io/PortfolioSite>

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## #Skills

### Front End

Javascript ES6 / jQuery  
CSS / SASS  
NPM / Webpack  
HTML

### Back End

PostgreSQL/MySQL  
AWS / Serverless  
Ruby  
C++

### Framework

React.js  
Node.js  
Rails  
Mocha

### Version Control

Git

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## #Experience

### Software Developer Intern

Lightspeed Systems - Portland, OR - (October 2019-Current)

Work on a team to create and test new features added to existing software products

Use React.js for client-side apps and Node, AWS and Rails for backend services

Regularly use Git and Github for version control

### Information Systems Intern

Johnstone Supply - Portland, OR - (November 2018-March 2019)

Provided Password Management training to ~150 employees

Completed help desk tickets related to system administration

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## #Education

### University of Oregon / B.S. Computer Science

2016-2018 : Eugene, Oregon : 3.45 GPA

\*Attended Portland State University for first year of degree

### University of Oregon / B.S. Psychology

2010-2014 : Eugene, Oregon

### Epicodus / Ruby & React Track

Summer 2019 : Portland, Oregon

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## #Side Projects

Ruby Runner (<https://bmartinson5.github.io/ruby-runner/>) { React, Rails }

In browser ruby interactive development environment that runs code and displays test results. The editor provides automatic indentation, keyword highlighting and security checks.

Unbeatable Tic-Tac-Toe (<https://bmartinson5.github.io/TicTacToe-AI/>) { Javascript, JQuery }

Game interface that plays against you. The computer player is unbeatable (either draws or wins) because it employs optimal strategy to play a perfect game.