

Ben Vinnick

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WORK EXPERIENCE

TAIT

Montreal, Quebec

Software Developer Intern

May 2024 - Aug 2024

- Collaborated on Feltboard, a Digital CMS for the Experience Design industry used by Google
- Optimized storage efficiency by implementing shared media buckets, reducing redundant uploads by up to **5X**
- Enhanced user workflow by creating a "save as" feature, allowing users to easily replicate and modify data structures
- Streamlined asset management by implementing media replacement, facilitating seamless updates without disrupting ongoing processes

Software Developer Intern

July 2022 - Aug 2023

- Developed a frontend dashboard using **Vue** to allow users to monitor key metrics within their connected devices
- Facilitated dynamic schema relationships within the backend, empowering users to effortlessly create and manage intricate content structures by referencing one schema from another
- Implemented queries and mutations for the **GraphQL API** to support a new device enrollment system
- Designed a **YAML parser** to validate user input and provide guidance for precise data mapping
- Developed a validation tool with **TypeScript** to maintain backward compatibility of payloads sent to 3rd-party devices
- Implemented unit tests for **GraphQL** queries and mutations using **Mocha**, **Chai**, and **Sinon**
- Deployed an image resize proxy using **Docker**, **Nginx**, and **GKE** to reduce service strain and optimize page load times
- Developed payload analytics feature with **GCP Cloud Functions** and **Pub/Sub** to track payload latency across services
- Deployed analytics feature with **Terraform** and connected it to **Datadog** for streamlined monitoring and analysis

University of British Columbia

Vancouver, BC

Teaching Assistant

Sept 2021 - Dec 2022

- Taught fundamental programming skills and concepts such as recursion, graph traversal, testing, and debugging
- Received a 100% favourable rating from > 70 students
- Led weekly labs and office hours for over 1200 students over three academic semesters

PROJECTS

Sports Macros | [Project](#)

Oct 2021 - Present

- Independently created a web application with **TypeScript**, tailored for media professionals
- Facilitates effortless generation of macros, optimizing the media captioning workflow within Photo Mechanic
- Utilized by professional NHL photographers during every Vancouver Canucks home game for the past 3 seasons

DLS | [Project](#)

July 2023

- Co-created a **Rust CLI** designed for secure secret sharing among developers over **Websockets**
- Implemented **end-to-end encryption** using RSA public/private key pairs to ensure the security of shared secrets
- Introduced the ability for users to join rooms through dynamically generated URLs

EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Science, Computer Science

Sept 2019 - April 2025

Cumulative GPA: 3.9

Coursework: Intermediate Algorithm Design & Analysis, Computer Hardware & Operating Systems, Computer Networking, Parallel Computation, Distributed Systems, Computer Security, Applied Machine Learning

TECHNICAL SKILLS & Interests

Languages: TypeScript, JavaScript, Java, Python, Rust, Bash, SQL, NoSQL, GraphQL, HTML, CSS

Frameworks: Node, Vue, React, JUnit, Mocha, Chai

Other: Git, Docker, Kubernetes, GCP, AWS, Terraform, Jenkins, Datadog, Jira