



Ben Vinnick

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WORK EXPERIENCE

Thinkwell Studio Montreal

Montreal, Quebec (Hybrid)

Software Developer (Co-op)

July 2022 - Aug 2023

Developer Team:

- Collaborated on Feltboard, a Digital CMS for the Experience Design industry, utilizing **Node.js** and **Vue.js**
- Facilitated dynamic schema relationships within the CMS, empowering clients to effortlessly create and manage intricate data structures by linking one schema to another
- Implemented **Node.js GraphQL** queries and mutations to support a new enrollment system with **IoT Core**
- Designed a YAML parser to validate user input and provide guidance for precise data mapping
- Implemented real-time monitoring for a client service, displaying crucial metrics such as payload reception, errors, uptime, and system performance indicators
- Developed a **TypeScript** validation tool to maintain backward compatibility of payloads used by third-party applications
- Wrote tests with > 90% coverage for multiple backend features using **Mocha** and **Chai**
- Developed a payload analytics feature with **GCP Cloud Functions** and **Pub/Sub** to track payload latency across services

DevOps Team:

- Deployed analytics feature with **Terraform** and connected it to **Datadog** for streamlined monitoring and analysis
- Orchestrated **Datadog** monitoring and alerting in **GKE** clusters, enhancing system visibility and system reliability
- Deployed an image resize proxy using **Docker**, **Nginx**, and **GKE** to reduce service strain and optimize page load times

University of British Columbia

Vancouver, BC

Teaching Assistant

Sept 2021 - Dec 2022

- Taught fundamental programming skills with **Racket**, receiving a 100% favourable rating from > 70 students
- Led weekly labs and office hours for over 1200 students over three academic semesters

PROJECTS

Sports Macros

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, streamlining the captioning process with personalized macros

DLS

July 2023 - Present

- Co-created a Rust Command-Line Interface designed for secure secret sharing among developers over websockets
- Implemented end-to-end encryption using RSA public/private key pairs to ensure the confidentiality and 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, Major in Computer Science

Sept 2019 - Expected Apr 2025

Cumulative GPA: 3.9; Dean's List (2019 - 2021)

Courses: Software Construction (**Java**), Software Engineering (**TypeScript**), Algorithms & Data Structures (**C++**), Algorithm Design & Analysis, Computer Hardware & Operating Systems (**C**), Relational Databases (**SQL**), Computer Networking (**C**)

Extracurriculars: UBC Launch Pad: Marketing Lead (Sept 2023 - Present); Developer (Jan - May 2023)

SKILLS & INTERESTS

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

Tools: Node, Docker, Kubernetes, Terraform, GCP, AWS, MongoDB, PostgreSQL, Vue, React, Linux, Git, Datadog, MS Office