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South Huntington, New York, USA

Education

New York University | New York City, New York

Studied for Bachelor's of Science in Computer Science and Engineering

Skills

Python - 4 years experience with relevant coursework in Data Structures and Algorithms.
C/C++ - 3 years experience with a strong emphasis on Object Oriented Programming, Data Structures, Algorithms, and Operating Systems.
HTML/CSS and JavaScript - 4 years experience with Web Design and development with the Flask, React, and Angular frameworks.
C# - 2 years experience using tools such as Entity Framework, Roslyn, and Unity.

Experience

biBERK, a Berkshire Hathaway Company | Wilkes-Barre, Pennsylvania

Software Engineer (Remote) | August 2022 - Present

- Designed and built a data-driven solution using MySql, Angular, C#, and Entity Framework to validate Worker Compensation policies and ensure they were in compliance with several or more sets of laws in the State said policies would be issued in.
- Implemented a series of validation checks with C#, MySql, and Entity Framework for insurance producer account configurations to ensure continual operation of the business which effectively eliminated 99% of related production issues.
- Built a small developer tool to automate the Workers' Compensation line of business with data available through FullStory or in-house logging server to speed up bug reproduction in a developer's local environment.using Selenium, ChromeDriver, Python, and JSON (to store these bug "scenarios").
- Took up the mantle of "team point man" - leading daily standup meetings, relaying daily development updates in scrum-of-scrum meetings, and communicating with business analysts and project managers to ensure the team's sprint commitments were met.
- Provided continuous support , both for production issues and business partners utilizing biBERK's services and APIs.

Dice Habit | California, United States

Full Stack Developer (Remote) | May 2022 - November 2022

- Responsible for developing and maintaining an easy to use website using React.js and MySQL for retailers to access and purchase speciality dice in bulk - all to client specification.
- Oversaw the deployment of both the website and MySQL database on the Google App Engine via the Google Cloud Platform.

Personal Projects

https://www.darrenbentler.com/projects

https://github.com/dbentler

Personal Website | https://www.darrenbentler.com/

Using HTML | CSS | JavaScript | Flask (Python)

Deployed on Google App Engine

- Designed and built a website from scratch using the aforementioned technologies to act as a “online résumé/portfolio”.
- Worked extensively to achieve self set deadlines and milestones.

Angular Task List

Using TypeScript | Angular | Node

- Simple CRUD web application written in Angular.js and TypeScript that communicates with a database, and has the following functionality:
  - The ability to create, read, update, and destroy data via the front-end UI.

LW-Network | LW-Core, LW-Hub, PunishGUI

Using Java | Spigot API | Linux | Tebex API | Bungeecord

- Collaborated with team members to create a network of game servers and to later develop software to enhance the overall user experience.
- Solved numerous problems such as:
  - Figuring out a point’s position within 3D space and its distance from the origin.
  - Resetting a player’s gamestate with the execution of a command.
  - Developed and deployed a *monetization scheme (store)* via Tebex’s API.
  - Interfacing with the gamestate itself via Spigot API to pull data such as weather, heat zones, and player points of interests for later review.
  - An easy to use GUI system to deal out the appropriate punishment for rulebreakers, instead of relying on memorization and procedure.
  - Ensuring that punished players could not connect to the network on an alternative account, or if they were bypassing an IP ban via a VPN.

Silicoin - A C++ Blockchain Implementation

Using C++

- Set out to better understand Blockchain technology by writing my own “coin”.
  - Set down the building blocks by creating a data structure - “Block” - which stored an index number, a proof number, previous hash, transaction data, and timestamp.
  - Utilized a C++ implementation of the SHA256 algorithm in order to hash the block data and implement a “proof of work” CPU algorithm for creating more blocks.
  - Chained these implementations together in order to create the “blockchain”.