

Darren Bentler
ny.dbentler@gmail.com
+1 (631) 408-1093

<https://www.darrenbentler.com>
<https://www.linkedin.com/in/dbentler>
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

Languages

- **Python** - 4 years experience with relevant coursework in Data Structures and Algorithms.
- **C++** - 3 years experience with a strong emphasis on Object Oriented Programming, Data Structures, Algorithms, and Operating Systems.
- **HTML/CSS and JavaScript** - 3 years experience with Web Design and development with the Flask, React.js, and Angular.js frameworks.
- **Java and C#** - 2 year experience collaborating with others on projects, utilizing the foundations and concepts taught to me at NYU.

Interpersonal

- **Communication** - Collaborated with others, both at NYU and at work, to convey complex ideas and solutions, both virtually and in-person.
- **Analytical Thinking** - Identified work/development issues and proactively worked when needed to complete objectives.
- **Teamwork** - Coordinated team scope, tasks, and schedules in order to meet milestones.

Relevant Experience

Dice Habit | California, United States

Full Stack Developer (Remote) | May 2022 - Present

- 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.

LW-Network | South Huntington, New York, United States

Java Software Engineer | June 2019 - December 2019

- Established and curated an online service for hundreds of people around the globe, while providing weekly updates and additional features through a Java software suite.
- Communicated with team members in weekly SCRUM meetings to discuss projects' scope, depth, and task priorities.

PROJECTS (Continued on Page 2)

<https://www.darrenbentler.com/projects>

<https://github.com/dbentler>

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

Using HTML | CSS | JavaScript | Flask (Python)

Deployed on the 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.js | Node.js

- 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 attempting to connect via a VPN.

Silicoins - 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”.