

BENJAMIN LIN

EXPERIENCE

Cotribute, Smithfield, VA – *Team Lead*

Mar 2019 – Jan 2023

- Developed reusable functional components to onboard users on a financial app for loans and banking, using React, Antd, Hooks, and TypeScript. Integrated Plaid to get users' financial data.
- Converted Figma designs to fully functioning pages as the face of the product. Implemented routing using Next.js.
- Incorporated Segment to track user activity for analytics while coordinating with the team to determine key metrics.
- Achieved a rapid stepper flow to onboard new members onto a platform that enables them to easily take out a loan of their desired amount. Standardized development by replacing custom components with UI elements.

Technologies: React, TypeScript, Antd, Next.js, HTML, SCSS, CSS, Git, REST, HTML5, Tailwind CSS

Knit LLC, Smithfield, VA – *Principal Full Stack Developer*

Jan 2018 – Feb 2019

- Maintained a large existing codebase that was written by others.
- Added new features for a client, including the ability for the site administrators to modify some page content by storing that content in the site's database and to edit that database content.
- Created a QA workflow for current and future developers.
- Helped mentor junior developers.

Technologies: MongoDB, Node.js, React

Knit LLC, Smithfield, VA – *Full Stack Developer*

Mar 2015 – Jan 2018

- Designed and implemented the company website <https://knit.dev> with Nuxt.js and Vue.js.
- Helped transmit the company's value proposition of providing tech-fluency to non-technical clients, aiding them in making more informed business decisions.
- Worked with over seven new startup clients in 2017 and built numerous MVPs with GraphQL, Node.js, React, Vue, and CMS(Contentful, Sanity).

Technologies: Node.js, Material-UI, Material Design, Google Material Design, Vue.js, React Native, React

Quantum Mob, Toronto, Canada – Full Stack Developer(Contract)

Jul 2013 – Jan 2015

- Oversaw the development of a real-time web app for one of the biggest mobile games companies in Toronto. The app lets administrators control the flow of a live session of one of their multiplayer games using a set of third-party APIs and the MQTT protocol. Each user had the capability of creating and customizing their own dashboards using a set of different widgets.
- Served as the team/tech lead of the team responsible for building several new websites for AirMiles, a well-known customer loyalty program in Canada.
- Set up AirMiles' project scaffolding, analyzed requirements, created user stories, performed code reviews, and coded among other tasks. These websites have a considerable amount of public traffic so performance and scalability were paramount.
- Mentored less experienced developers by defining and implementing a thorough code review process.

Technologies: Auth0, Contentful, Node.js, TypeScript, React

MentorMate, Minneapolis, MN – Full Stack Developer(Intern)

Nov 2009 – Jan 2010

- Developed a copy of Spotify's web player, during my internship at MentorMate. Users can log in, view their profile, saved playlists, artist and albums as well as browse public content on Spotify.
- Created a web app displaying the top five JavaScript repositories on GitHub. The app allows you to view open and closed issues on one of those repositories and filter them.
- Developed a web app which allows you to create an account and save cooking recipes and choose to make them public or not.
- Built a donation app for a school with AngularJS, Firebase, and Sass.

Technologies: HTML, CSS, JavaScript, AngularJS, Meteor

EDUCATION

University of Southern California, LA

Apr 2010 – Oct 2012, Los Angeles

Master of Computer Science

- Software Engineering
- Cyber Security

University of Southern California, LA

Apr 2005 – Oct 2009, Los Angeles

Bachelor of Computer Science

- Computer Science
- Software Engineering
- OOP(Object-oriented programming) languages

- Cyber Security

SKILLS

Web Programming: React, Vue, Angular, Node, TypeScript, Javascript, PHP, Laravel

Mobile Programming: React Native, Xamarins, Swift

CMS: Contentful, Sanity, Strapi, Headless WordPress, Headless Shopify

eCommerce: WordPress, Shopify, Shopify Plus

Database: MySQL, PostgreSQL, MongoDB, Amazon DynamoDB

APIs: Social Media, Google APIs, Web API/JSON/SOAP, OAuth

Testing: Unit Testing, E2E Testing

Platforms: Linux, MacOS, Windows, Docker

Tools: Git, IDE, Amazon Web Service

ADDITIONAL LINKS

Linkedin: <https://www.linkedin.com/in/benjamin-lin-437010213/>

Github: <https://github.com/hectorstudio>

Portfolio: <https://hectorstudio.github.io>