David Benjamin

Software Engineer

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Languages

- **JS** JavaScript
- **TS** TypeScript
- **R** Rust
- **Go** Go
- **YAML** YAML
- **S** Svelte
- **Lua** Lua
- **Python** Python
- **MD** Markdown
- **Bash** Bash

Current Projects

hifi.rs ⧉
a high resolution Qobuz streamer built in Rust

stream-cv ⧉
Playing around with Rust, libav (ffmpeg), opencv and multithreading

resume ⧉
This is the code for my resume site.

Education

Bachelor of Fine Arts in Film and Video Production

THE ART INSTITUTE • MIAMI, FLORIDA

Work Experience

Contract / Self-employed

May 2009 → Present

ACCOMPLISHMENTS

- ▸ Original web version of Jumanji Run game for the movie release
- ▸ A distributed kiosk quiz experience for BlackHat conference
- ▸ A talking robot gif generator for the Netflix show Glow
- ▸ Wizard of Oz 50th Anniversary site

Little Cinema Digital SHORT TERM CONTRACT
SENIOR VIDEO ENGINEER

February 2022 → August 2022

ACCOMPLISHMENTS

- ▸ Researched and wrote RFC for a WebRTC deployment with multiple options and the pros and cons of each.
- ▸ Designed a WebRTC infrastructure based around LiveKit
- ▸ Gave presentation on WebRTC technology to engineering team
- ▸ Constructed UI components within their current application to support the WebRTC infrastructure
- ▸ Wrote AWS CDK to deploy the LiveKit infrastructure along with their current stack
- ▸ Transferred knowledge to team when contract ended

Supergroup
SENIOR FULLSTACK DEVELOPER

November 2019 → November 2021

ACCOMPLISHMENTS

▸ Delivered quality code for client projects
▸ Built new and maintained current features for Playboy.com
▸ Transferred knowledge to new team at Playboy.com via working sessions
▸ Built reesesbookclub.com
▸ Built tool to search subreddits for keywords and sentiment
▸ Redesigned company stack to be easier to deploy and more developer friendly

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EsportsOne
SENIOR FULLSTACK DEVELOPER

April 2018 → November 2019

ACCOMPLISHMENTS

▸ Rebuilt original computer vision processor, basically converting it from C# and needing to be manually operated through Remote Desktop to a Go codebase with higher performance and much lower resource requirements.
▸ Built a UI dashboard to display real-time information from a League of Legends computer vision processor
▸ Built a Twitch.tv extension, both ui and backend, to display real-time data about the League of Legends match currently being played on stream

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Union + Webster / The Craftsman Agency
TECHNICAL LEAD

July 2013 → March 2016

ACCOMPLISHMENTS

▸ Lead all tech efforts within organization
▸ Collaborated with account managers to refine their ideas into buildable products
▸ Wrote code for, deployed and maintained nearly all development projects

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Ignition Interactive
SENIOR INTERACTIVE DEVELOPER

March 2012 → March 2013

ACCOMPLISHMENTS

▸ The Last of Us game web site
▸ The Hunger Games movie web site
▸ Arrested Development "You're Going to get Some Walk Ons" contest site
▸ Dodge Dart relaunch crowdfunding site

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TotalBeauty.com
FRONT-END DEVELOPER

February 2011 → March 2012

ACCOMPLISHMENTS

▸ Wrote HTML and CSS for main site