JONATHAN BENEZRY

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SKILLS

React, Redux, Ruby, Rails, SQL, JavaScript, HTML, CSS, D3

PROJECTS

Splatwise (Ruby, Rails, React, Redux, JavaScript, PostGreSQL, Webpack) live | github

A single-page Splitwise app clone where users can split expenses such as house bills or trip costs

- Created user signup and login React form components which authenticate a user's credentials and allow a user's session and cookies to persist across page reloads. Forms render descriptive errors if credentials are invalid
- Implemented a friending feature via an SQL joins table in order to allow users to initiate or accept friend requests
- Established an expenses feature which allows the user to submit the amount, description and date of the expense. Each involved friend's share is calculated and then allocated accordingly via Rails associations
- Built a transaction history component and to provide a summary of a user's past expenses

Breaking Bye (JavaScript, D3) live | github

A dynamic character map for the TV show "Breaking Bad"

- Harnessed the Breaking Bad API to retrieve data on 63 characters from 66 episodes to build a character map which dynamically shows characters killed off and displays their last words in line with plot developments in the series
- Utilized D3 to generate a force-directed graph that displays 30 major characters represented as nodes
- Employed <insert some JS technology here> to advance through the series, flash each character's last words on-screen, and remove map nodes in accordance with the episode of each character's untimely depature

EXPERIENCE

New York State Energy Research and Development Authority *Senior Project Manager* New York, NY 9/17 - 3/19

- Directed design program for the RetrofitNY initiative to catalyze a $1B market for net-zero retrofits
- Developed technical specifications for 6 multifamily net-zero retrofit pilot projects
- Coached 6 market-leading, multidisciplinary design-build teams including 35+ members from kickoff to final designs
- Organized various interventions to support design-build teams via a holistic knowledge transfer, from workshops and webinars to commissioning an inspirational Dutch model solution to a week-long field study in the Netherlands
- Collaborated with US Department of Energy and scientists at National Labs including NREL, ORNL, LBL, and PNNL to review designed solutions in areas such as innovativeness, scalability, and rigor of performance calculations

Steven Winter Associates, Inc. *Senior Engineer* New York, NY 4/16 - 6/17

- Authored 8 technical guides detailing energy conservation measures to facilitate their adoption by field technicians
- Structured and executed engagement campaign for 20 contractors and 5 equipment manufacturers

Related Management Company *MEP Facility Coordinator* New York, NY 4/09 - 3/16

- Designed measurement tools to track performance in a 36-building, 3,000+ unit capital renovation project
- Aggregated and standardized owner and tenant utility energy consumption and demand data in over 75 buildings
- Forecasted energy consumption, output, and ROI for a $4.5 million, 900-kW cogeneration plant
- Managed mechanical systems portfolio consisting of 7,000 units, 36 properties, 6 million sq ft
- Supervised $5 million in retrofits of building electrical, plumbing, heating and control systems
- Oversaw a $3 million, 175-unit multifamily Deep Energy Retrofit including measures such as AeroSealing, ventilation system upgrade, heating system optimization, and CHP design
- Orchestrated install of DC quick charger with Nissan and TLC to execute NYC Electric Taxi Pilot Program

Johnson Controls, Inc. *Sales Engineer* New York, NY 9/07 - 2/09

- Sold $1M of equipment and controls to over 15 different mechanical contractors and consulted for 8 MEP firms

EDUCATION

App Academy *Rigorous, 12-week, 1000-hour programming bootcamp with < 3% acceptance rate* New York, NY 11/19

Massachusetts Institute of Technology *S.B. Degree in Civil and Environmental Engineering* Cambridge, MA 6/07

1.00 - *Introduction to Computers and Engineering Problem Solving*

6.001 - *Structure and Interpretation of Computer Programs*