





# Trent Bennett

Software Engineer  
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github.com/tb-44   
/in/trent-bennett/ 

## SKILLS

Languages:

JavaScript, HTML5, CSS3, Java, C#, C/C++, PHP,  
SQL (MySQL), MATLAB

Technologies:

React, Node, Express, Redux, jQuery, Angular,  
AWS, Verilog/VHDL, RESTful APIs

## EXPERIENCE

**Interior Solutions – Design Engineer**      **Salt Lake City, UT**      Jan 2019 – Present

- Design Engineer implementing custom interior spaces for clients in CAD/3D Modeling Software
- Fulfilling innovative portfolio projects for clients in commercial office buildings
- Integrating 3D technical experiences (VR) for client demonstrations of architectural demountable wall systems for sales, design, and manufacturing

**Ivinex – Software Engineer**      **Bountiful, UT**      Dec 2017 – Jan 2019

- Designing and developing full-stack robust CRM software (SaaS) for clients on AWS cloud
- Professional Services Engineer integrating multiple third-party APIs (API Hub)
- Implemented new functionality and features from requirements and specifications in Agile environment

**Rehab Specialists – IT Manager**      **Midvale, UT**      Jul 2012 – Nov 2017

- Promoted to IT Manager by helping increase sales by 30% for implementing website and database for product inventory and sales
- Successfully negotiated medical insurance Payor contracts for company to improve revenue by 19%
- Managed sales, operations, inventory, and IT processes and making sure of HIPAA compliance

## EDUCATION

**University of Utah**      **Salt Lake City, UT**      2016 – 2020

Bachelor of Science (BS) in Computer Engineering

GPA: 3.4

- Graduating Fall 2020

**Salt Lake Community College**      **Salt Lake City, UT**      2013 – 2016

Associate of Pre-Engineering (APE) in Computer Engineering

GPA: 3.5

## PROJECTS

**CR16 Processor – Duck Hunt Game**      [https://github.com/tb-44/processor\\_project\\_duck\\_hunt](https://github.com/tb-44/processor_project_duck_hunt)

2019 Group Project for Digital Logic Design – University of Utah

Built a complete CR16 (16-bit) Processor to run our Duck Hunt Game application on an Intel FPGA Cyclone IV  
Digital Hardware Design for FPGA - written in Verilog, Assembler and GlyphMaker - written in Java

**LIDAR Autonomous Mapping System (LAMS)**      <https://github.com/LAMS-UofU>

2020 Capstone Computer Engineering (CE) Senior Project – University of Utah

Building an autonomous LIDAR mapping robot for 3D modeling point cloud viewer of objects - written in Java

**Ivinex corporate website**      [www.ivinex.com](http://www.ivinex.com)

Technologies: JavaScript, jQuery, HTML, CSS, PHP, MySQL

Company owner commissioned me to build a new corporate website from scratch for marketing purposes

\* More projects available @ [rtrentbennett.com](http://rtrentbennett.com)