Trent Bennett

Software Engineer

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/in/trent-bennett

SKILLS

Languages:
JavaScript, HTML, CSS, Java, C#, PHP, SQL, C/C++

Technologies:
React, Angular, Vue, Node, Express, Redux, AWS, Verilog, Unix, Tailwind, Jest, Git

EXPERIENCE

Homie – Frontend Engineer *South Jordan, UT* 2020 – 2022

- Developed real estate web applications, analytics, and platform technology solutions as part of the Publishing team -- including mobile and backend engineers
- Rebuilt many older features like publishing checklist and listing start from legacy code in Angular into Vue UI redesign to production
- Developed unit testing strategies and debugging by writing all unit tests and working with QA to test and ensure all features are ready for full production standards at release (Jest)

Interior Solutions – Design Engineer *Salt Lake City, UT* 2019 – 2020

- Design Engineer implementing custom interior spaces for clients in CAD/3D modeling software
- Innovative Architectural project design solutions for clients in commercial office spaces

Ivinex – Software Engineer *Bountiful, UT* 2017 – 2018

- Designed and developed full-stack robust CRM software (SaaS) solutions for clients on AWS cloud
- Professional Services Engineer integrating multiple third-party APIs (API Hub)
- Implementing new functionality and features from scope requirements and specifications

EDUCATION

University of Utah *Salt Lake City, UT* 2021
Bachelor of Science (BS) in Computer Engineering

Salt Lake Community College *Salt Lake City, UT* 2016
Associate of Pre-Engineering (APE) in Computer Engineering

PROJECTS

CR16 Processor – Duck Hunt Game CR16Processor
2019 Group Project for Digital Logic Design – University of Utah
Built a complete CR16 (16-bit) processor to run Duck Hunt Game application on an Intel FPGA Cyclone IV
Digital Hardware/Software Design for FPGA (Verilog), Assembler and GlyphMaker (Java)

LIDAR Autonomous Mapping System (LAMS) LAMS
2020 Capstone Computer Engineering Senior Project – University of Utah
Built an autonomous LIDAR mapping robot for 3D modeling point cloud viewer of objects (Java)

Edge Detection ASIC EdgeDetectionASIC
2020 Project (ECE-5710/6710) – University of Utah - Ramya Selvan Best VLSI Award Winner for 2020
ASIC design for real-time edge detection to output rasterized form algorithm applied to a video input. RGB pixel values are converted to grayscale and convolved with Sobel filter to compute gradient between pixels.

* More projects available @ rtrentbennett.com