# Trent Bennett

Software Engineer

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## SKILLS

**Languages:**
JavaScript, HTML, CSS, Java, C#, C/C++, PHP, SQL (MySQL), MATLAB

**Technologies:**
React, Node, Express, Redux, jQuery, Angular, AWS, Verilog, Unix

## 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
- Innovative Architectural project design solutions for clients in commercial office spaces

**Ivinex – Software Engineer**     *Bountiful, UT*                    Dec 2017 – Jan 2019
- Designing and developing 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 requirements and specifications in Agile environment

**Rehab Specialists – IT Manager**     *Midvale, UT*                    Jul 2012 – Aug 2017
- Promoted to General Manager by increasing sales by 30% for commissioning website and database of product inventory and sales
- Successfully negotiated medical insurance Payor contracts for company to improve revenue by 19%
- Managed operations, inventory, and IT processes by assuring HIPAA compliance and security

## EDUCATION

**University of Utah**     *Salt Lake City, UT*                    2016 – 2021
Bachelor of Science (BS) in Computer Engineering                    GPA:  3.4
- *Graduating Spring 2021*

**Salt Lake Community College**     *Salt Lake City, UT*                    2013 – 2016
Associate of Pre-Engineering (APE) in Computer Engineering                    GPA: 3.5

**DevMountain**     *Provo, UT*                    Aug 2017 – Nov 2017
Full-Stack Web Development Training (Badge)

## PROJECTS

**CR16 Processor – Duck Hunt Game**          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 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)**          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 (Java)

**Ivinex corporate website**          www.ivinex.com
Technologies:  JavaScript, jQuery, HTML, CSS, PHP, SQL (MySQL)
Company owner commissioned me to build the new corporate website from scratch for marketing strategy

* More projects available @ rtrentbennett.com