Trent Bennett

Software Engineer

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PROFESSIONAL SUMMARY

Experienced Full-Stack Software Engineer with 5 years developing scalable applications. Committed to Test-Driven Development (TDD) principles and a strong track record in deploying innovative solutions. Proficient in a diverse array of programming languages and frameworks, excelling in both front and back-end development.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML, CSS, Java, C#, C/C++, Ruby, PHP, SQL
Frameworks/Libraries: React, Vue, Angular, Node, GraphQL, Ruby on Rails, Express, Redux, Apollo Client
Databases: PostgreSQL, MySQL, MongoDB, Redis
Tools: AWS, Azure, Git, RESTful APIs, Docker, Vercel, Jira

EXPERIENCE

GuideCX – Software Engineer *Lehi, UT* Aug 2022 – Nov 2023

- Led development of many new exciting features, notably Gantt Chart and Compass views, improving user experience and project management capabilities.
- Created a new robust authorization service (C#) to enhance system security and contributed to other new features like customer merge and customizable email templates, improving administrative efficiency.
- Leveraged a modern tech stack involving React (TypeScript), GraphQL, PostgreSQL, C#, and Ruby on Rails within a rigorous test-driven development framework (TDD), ensuring reliable and maintainable code (Jest, Cypress and Playwright).
- Played a pivotal role in cross-functional teams to ensure effective deployment cycles for new releases.

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

- Developed and optimized a suite of web applications tailored for real estate analytics and platform technologies, delivering enhanced user experiences.
- Orchestrated the transition and feature enhancement of legacy Angular code to Vue, culminating in a comprehensive UI overhaul for the seller interface, resulting in updated usability and performance.
- Framed and executed unit testing protocols using Jest and Jasmine, collaborating with QA teams to uphold and exceed production standards.

Interior Solutions – Design Engineer *Salt Lake City, UT* Dec 2018 – May 2020

- Delivered customized interior design solutions utilizing CAD and 3D modeling software, resulting in innovative commercial office spaces for clients.
- Blended technical skills with design acumen to help with functional enhancements within the company's system (CRM) to optimize workflows.

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

- Engineered comprehensive full-stack CRM solutions hosted on AWS, driving client success through cloud-based software services.
- Operated as a Professional Services Engineer, seamlessly integrating a multitude of third-party APIs to extend system functionality and user connectivity.
- Translated client needs into actionable development tasks, ensuring features were meticulously scoped, implemented, and aligned with client 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 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 CE 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 – 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.