

BENJAMIN WILLIAMS

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OBJECTIVE

I'm seeking a full-stack engineer position to leverage my passion for innovative tech. I thrive in collaborative environments, enjoy a good laugh, and aim to contribute to impactful projects while growing in the tech industry.

EXPERIENCE

Software Engineer Intern – Fleetpin (Nov 2023 – Feb 2024, Christchurch)

- Took significant ownership in frontend development using **Vue3** and **JavaScript**, navigating through vague user requirements and Figma designs with autonomy and initiative.
- Developed a CSV importer and a "Pick and Provision" interface, streamlining device management and data handling, reducing data entry time by over 93%, human input errors by 97%, and improving device registration speed by 82%.
- Spearheaded API development using **Scala** and **GraphQL**, creating queries and mutations for direct integration into the frontend. Additionally, heavily modified the database schema to enhance data structure alignment with API needs.
- Conducted automated integration tests, achieving 86% test coverage, and manually tested with **Insomnia** to maintain API reliability.
- Effectively pair-programmed and consulted the team when needed, while also taking initiative and making independent decisions without requiring constant guidance.

PROJECTS

BreakSphere - Personal

<https://github.com/toadmilk/breaksphere>

- Single-handedly developed and deployed a music producer focused social platform, handling end-to-end development with **TypeScript**, **React**, **Next.js**, and **Tailwind** for aesthetic polish.
- Managed live production and database operations through **Prisma** and **Neon**, ensuring a seamless and reliable user experience.
- Utilised user feedback for iterative updates, resulting in a 54% improvement in user retention.

Hopper - University

- Engaged in a year-long, intensive group project with a team of eight, developing a sports event management platform using **Java**, **Spring Boot**, and **MySQL**.
- Employed **Scrum** and **Agile** methodologies to successfully navigate tight deadlines and foster effective team collaboration.
- Initiated **Test-Driven Development** (TDD) from the start of development to ensure robustness, maintaining code quality through regular **SonarQube** audits.

EDUCATION

University of Canterbury

2021 - 2023

Bachelor of Science

Computer Science Major, Game Design Minor

INTERESTS

- Game Design; worked on a Hearts of Iron IV mod [Steam Page](#).
- Music Production; 20k+ monthly on Spotify as well as significant social media marketing experience.
- Downhill Mountain Biking; shredding at CAP.

REFERENCES

Joe Sutton, Software Development Manager at Fleetpin.