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)

- Owned frontend development with **Vue3** and **JavaScript**, working from vague user requirements and Figma designs, developing a business-critical internal stock management tool to streamline inventory processes.
- Created a CSV importer and "Pick and Provision" interface, reducing data entry time by **93%**, human errors by **97%**, and improving device registration speed by **82%**.
- Spearheaded API development with **Scala** and **GraphQL**, creating queries, mutations, and modifying the database schema to align with API needs.
- Achieved 86% test coverage with automated integration tests and manually tested with Insomnia for API reliability.
- Pair-programmed effectively, consulted the team when needed, and made independent decisions.

PROJECTS

Midnight – Personal (github.com/toadmilk/midnight)

- Single-handedly developed a ChatGPT wrapper enabling users to chat with documents, fine-tune scripts, and generate short-form content.
- Employed TypeScript, React, Next.js, and Tailwind for comprehensive frontend development.
- Managed backend operations using Prisma, tRPC, and PostgreSQL.
- Integrated third-party services like UploadThing and OpenAI to expand functionality and user experience.

BreakSphere – Personal (github.com/toadmilk/breaksphere)

- Single-handedly developed a twitter-like, music producer focused social platform, handling end-to-end development with **TypeScript**, **React**, **Next.js**, and **Tailwind**.
- Managed live production and database operations through **Prisma** and **Neon**.
- 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	**Bachelor of Science**
2021 - 2023	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.