

# Tyler Benbrook

## Full Stack Engineer

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## SOFTWARE

JavaScript – HTML – (CSS – CSS3) – (Express.js – Expressjs – Express) – (Node.js – Nodejs – Node) – (React.js – Reactjs – React) – (Next.js – Nextjs – Next) – Python – (PostgreSQL – Postgres – PSQL – SQL – MySQL – MariaDB) – Bootstrap – MUI

## RELEVANT EXPERIENCE

**Software Engineering Apprentice | General Assembly** | Remote | 11/2022 – 02/2023

420+ hour software engineering immersive program covering HTML, CSS, JavaScript, Node, Postgres, Mongo, Express, React, & Python.

Developed projects, including:

- **The Great Escape: (JavaScript/HTML/CSS)** A game built with Canvas that took inspiration from Flappy Bird.
- **Workout Tracker: (Express, Node, Postgres)** A workout tracker with user registration/authentication.
- **axios.get(food): (MERN)** A proof-of-concept food delivery web app designed to be similar to grubhub/ubereats etc.
- **Ez Chat: (Reactjs, Firebase)** A proof-of-concept chatting/messaging app modeled after Slack & Discord with the goal of increasing my knowledge of advanced React concepts and learning how to use Firebase as a backend.

**Sabbatical** | Irvine, CA | 2019 – 2022

Took time during Covid to spend more time with my parents who were both at high risk for complications. During this time, I expanded my breadth of knowledge in the Technology/Software space to prepare for a career transition I've had planned since college.

A few topics I delved into:

- Multiple different Linux distros, VMs/VM Hypervisors, Docker/Docker Compose, Ansible
- Networking/VLANs/Enterprise Routers, Self-hosted Services: ELK (Elasticsearch, Logstash, Kibana), Zabbix, Grafana, Adguard Home, Unbound, Suricata, Zenarmor, Crowdsec, Netdata, OSQuery, Wireguard, ZeroTier, among others.

**Talent Acquisition & Avature Systems Administrator | Blizzard Entertainment** | Irvine, CA | 05/2017 – 02/2019

- My role at Blizzard was a hybrid role where around half of my time was spent focusing on the recruiting side of my job. The other half focused on systems administration for our ATS – Avature which also included an end-to-end refactor of our data structure to eliminate instances of data duplication and improve our overall reporting capabilities.
- Recruited/sourced for multiple different fields within the organization primarily focused on the

Engineering discipline as well as handling some of the Game Dev focused roles such as Gameplay, Graphics, Engine, Client, & Server Engineers.

A few of the tech stacks:

C++/Java/C# Server/API Development - C++ with JavaScript - Full Stack C# - Full Stack Java with Spring - Objective-C, Swift, and/or Java for iOS/Android - Angular, React (Preact, technically), Vue, Node

**Executive Recruiter | CyberCoders | Irvine, CA | 06/2015 – 10/2016**

- Full-desk recruiter for national accounts with the majority being in the technology sector.
- \$300,000 average in yearly revenue.
- Top 15% in billing revenue per month nationally (out of 340+ recruiters and multiple locations).

**Executive Recruiter | Sitara Consulting Group | Torrance, CA | 09/2013 – 10/2014**

- Managed teams of up to 3 people on multiple projects simultaneously. Each project ranged from 150 to 400 accounts with 300 to 700 contacts and produced a 20% to 30% successful meeting generation rate.
- Clients included Dell, Microsoft, UnitedHealth Group (United Healthcare & Optum), GE, Accenture, Hill-Rom, Recall, Unify Square, Axiom, Authentix, and Franklin Covey.

**EDUCATION**

**General Assembly | Software Engineering Immersive | Remote | 2023**

**B.A. Psychology | California State University, Long Beach | Long Beach, CA | 2012**