

BEN WALLEN

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EDUCATION

UNIVERSITY OF WISCONSIN – MADISON (MADISON, WI)

BACHELOR OF SCIENCE - COMPUTER SCIENCE

PURSUING A MINOR IN MATHEMATICS

- ◆ Member of UPL (Undergraduate Project Laboratory)

EXPERIENCE

- ◆ Java, C++, C, PHP, SQL, Rust, Git, PostgreSQL, TypeScript, JavaScript, HTML/CSS, Sass, Spring Boot
- ◆ Frontend: ReactJS, React Native, Expo, NextJS, Gatsby, Angular, SolidJS, Tailwind, Material UI, Figma
- ◆ Experienced with Kanban and Scrum agile methodologies; Github Projects, Jira, Confluence, Jenkins, REST APIs

EMPLOYMENT

- ◆ **Cigna** (May 2021 – September 2021) – Fullstack Software Development Intern
Full Stack Engineer for Cigna's myMatrixx branch. Worked in Java microservices for a ReactJS web application, ported Oracle databases to Postgres and subsequently optimized said Postgres databases, QA automation in Java, and completed various Frontend jobs (ReactJS enhancements, Frontend developer and manager for the 2021 React Native SIP project – a production web application built on Expo and a serverless AWS stack).
- ◆ **Momentum Mod** (August 2021 - Present) – Web Developer www.momentum-mod.org
Worked in Angular on the frontend for Momentum Mod's dashboard and website components. Additionally, worked on Sass styling enhancements to update Momentum Mod's website to a modern standard, and optimized load times by up to 92%.
- ◆ **sneaK's Community** (2017-Present, Volunteer) – Assisted in administration duties on a large-scale gaming community serving over 250,000 unique users per year. Tasks included moderation, events, and leadership opportunities in the community along with staff recruitment and general devops tasks.

RECENT PROJECTS

GB-C (GAMEBOY EMULATOR) – JANUARY 2022 - PRESENT

- ◆ Started work on a Gameboy Color emulator in January, written in C++
- ◆ Allowed me to get a better understanding of system architecture and low-level programming
- ◆ Working on a Gameboy hex disassembler; moving to CPU emulation
- ◆ Giving a talk on my work on GB-C at UW - Madison in March 2022

PERSONAL WEBSITE – JULY 2021 - OCTOBER 2021

- ◆ Began a total rewrite of my personal website in July. Site is now developed in the Gatsby framework, using Tailwind CSS and various enhancements including GraphQL and markdown blog support.

CIGNA SIP – MAY 2021 – AUGUST 2021

- ◆ Worked as a Frontend developer and manager to develop a progressive web app built in React Native as a solution for the 2021 Summer Internship Project
- ◆ Developed and directed development of various features; fully functioning social media implementation, gamification, algorithmic implementation and development, graph implementation
- ◆ Created the most budget-friendly solution with an estimated \$500/mo needed to maintain 70,000 active users

MOMENTUM MOD – OCTOBER 2020

- ◆ Contributed to a game development project written in the Source Engine (C++)
- ◆ Worked on game HUD; hooked console vars into the frontend settings UI for better user experience
- ◆ Gave me good experience with private libraries and large codebases. Game expected to release in 2021