WILLIAM BEANGE

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SUMMARY

3+ years of web development work experience in the social gaming and mobile advertising industries.

EDUCATION

Bachelor of Science Co-Op, Computer Science (Business Option)   Sep 2008 - Dec 2013
University of Victoria

WORK EXPERIENCE

Go2mobi – Software Engineer   Aug 2014 - Present

Go2mobi is a Mobile Audience Targeting Platform. I primarily work on the RTB (real-time bidding) Admin product. As this is a start-up, I've been in charge of everything from requirements gathering, UI design, and end to end development. I was hired by, sit next to, and report directly to the CTO. I work on a small tech team spread between Vancouver and Victoria offices (we use a lot of Slack and Hangouts).

Main Roles:
- Maintain a RESTful API written in Ruby on Rails that communicates with an AngularJS based JavaScript web app.
- Expand the feature set, streamline the user-interface, fix bugs, and improve the code base.
- Write unit and end-to-end tests using RSpec (backend) and Karma and Protractor (frontend).

Technologies Used: Ruby on Rails, PostgreSQL, Redis, Redshift, JavaScript, AngularJS, jQuery, HTML5, CSS3, LESS, Bootstrap, Grunt, Git, some Python and some Golang.

Lighthouse Labs – Mentor   Sep 2015 - Present

Earn, learn, and return: mentor students enrolled in web development bootcamps while I practice my ability to communicate complex ideas in simple terms.

Technologies Used: HTML/CSS, Ruby, ActiveRecord, Sinatra, JavaScript, Git.

Kano Applications Inc. – Software Engineer   Jan 2013 – Aug 2013
Kano Applications Inc. – Software Engineer, Co-Op   May 2012 – Dec 2012

Kano is a Victoria, BC based start-up that creates mobile and social games. On a small team of 8 people (3 developers) we built the MMO (mass multiplayer online) Facebook game called Kingdom of Thrones. I worked as a junior fullstack developer, building game features end to end. I had the opportunity of taking this greenfield project through the entire development lifecycle. I was hired by, sat next to, and reported directly to the Lead Software Engineer. We worked in a scrum (agile) software development environment.

Main Roles:
- Develop game features on a custom PHP MVC backend and BackboneJS and KineticJS (HTML5 canvas) based JavaScript web app.
- Work with the design team to clarify and negotiate feasible requirements.
- Design and build scalable data storage solutions with MongoDB and Memcached.
- Work closely with the UI/UX guy to turn UI mock-ups into views.
- Participate in our gaming community to gather feedback about improvements and bugs.
- Analyze game metrics to determine what our team should be focusing on.

Technologies Used: Custom PHP MVC framework, MongoDB, Memcached, JavaScript, BackboneJS, KinectJS, NodeJS, Git.

ACD Systems Ltd – Co-Op IT Software Engineer – Cloud   May 2011 – Dec 2011

ACD Systems is an independent digital image editing and management company. As a Co-Op student, I was thrown right into the hot frying pan and forced to code in vim. I worked as part of the web team within the IT Department. I was hired by and reported directly to the company's Director of Technology.

Main Roles:
- Help build their new corporate website (Symfony 2.0).
- Develop a custom URL Shortener with extended API (forked YOURLS open source project).
- Built internal apps like a Procurement System (CakePHP), Chrome Extensions, and AWS tools.

Technologies Used: Apache, Nginx, PHP, CakePHP, Symfony 2.0, JavaScript, jQuery, AWS.

ACTIVITIES & INTERESTS

Sports: I enjoy swimming, biking, and running. I also have a passion for board sports.
Travel: I explored SE Asia in 2014, with a focus on surfing in Indonesia from February – May 2014.
Continued Learning: I am active on Stack Overflow, attend tech talks at local meetups, and occasionally read tech books (most recently Rails 4 Way by Obie Fernandez).

REFERENCES

Supplied upon request.