Senior Software Developer

Ben Mitchell III



Contact

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Git Hub

https://github.com/wraith2010

Hobbies

- 3D Printing and Design
- Photography
- N-Queens Research
- Board Game Design

Summary

I have 19+ years of experience as Java developer (front end and Backend). Before that I worked my way through college and high school in IT departments. I am very comfortable in most of the major databases and frameworks. I am always exploring new frameworks and techniques. I code professionally but also use Java to solve personal projects. Good examples of that can be found on my Github account. Two specific examples are my OverwatchSlackbot and Scribebot projects. OverWatchSlackbot is a web hooked Slackbot, deployed as and AWS Lambda, that will randomize player to character assignments for 2-6 players. Scribebot is a Discord bot which utilizes Google Cloud Services to translate verbal conversation to the text chat and is capable of the reverse.

Skills

Methodologies: SDLC, Scrum, Agile, Waterfall, Kanban

Languages: Java, Javascript Python, C#. PHP

Frame Works: ViewJS, Spring Boot, Spring Data, Spring Security, Spring Batch, Microservices, Hibernate, JSF, Lombok, JPA, Thymeleaf, TensorFlow, Stable Diffusion, Janino

Webservices: **Rest and Soap**

IDEs: Eclipse, IntelliJ IDEA, NetBeans, Visual Code J2EE Techs:

Servlets, Java Message Service (JMS), JSP,

JSTL, JavaBeans, JDBC, Swing, JWT

HTML, CSS, JavaScript, JQuery, Bootstrap, Web Tech:

JSON, XML, YAML

App Server: Apache Tomcat, WildFly, Websphere

Databases: MySQL, PostgreSQL, MongoDB, Cassandra

Build tools: Maven, NPM, Jenkins, Junit, Sonar

Cloud Platforms: AWS, Google Cloud, Docker, Vagrant

Version Control: Git, GitHub, SVN, CVS OS: Windows, Linux/Unix

Education

Computer Science, BS 2005 Widener University, Chester, PA

- Computer science Award 2005 recipient.
- Published paper: Solving the three-dimensional Ising model with parallel computers.
- Published paper: N-bodies problems with parallel computing.
- Ran the computer science lab network and servers.

Medecision

http://www.medecision.com/

Senior Software Developer

AUG 2010 - FEB 2024

At Medicision I worked on the Aerial software platform. Aerial is an admin system that handles Utilization Management, Care Management, and Panel analysis for health insurance companies.

- Migration from Jboss to SpringBoot and Google Cloud.
- Broke J2EE monolithic app in to microservices made up of SpringBoot based restful webservices and ViewJS front ends.
- Designed correspondence generation and management integration with Cincom Eloquence.
- Performance tunning for massive user bases in SQL and Java.

LT Court Tech

Software Developer

OCT 2009 – JUL 2010

I maintained and improved 3 court admin applications which were induvial lines of business for LT Court Tech. These were e-file and docket management solutions.

- Bugs and features for Philadelphia Municipal Court E-file. I centralized the cost calculation system from all over the app into a single central engine to resolve inconsistent and incorrect billing. Implement PayPal integration for billing.
- Bugs and features for Philadelphia Mental Health docket system.
- Rewrote the Philadelphia Environmental Health Board E-file. The page was originally implemented in PHP 4 and I translated it into a JAVA based application.

Wingspan Tech

Software Developer

AUG 2008 - OCT 2009

Wingspan's main product was a SharePoint Server plugin which connected to Documentum for file and content management. Documentum is one of only a few systems accepted by the FDA for trial and submission document management.

- Internationalized product for German pharmaceutical clients like Bayer.
- Wrote custom features for: Wyth, Nintendo, BP.
- Implemented continuous integration (Jenkins, Junit, Sonar).

AdminServer / AdminServer Oracle

Software Developer

JUN 2005 - AUG 2008

I started at Adminserver right out of college. The company started out with only a few customers and grew wildly till we were acquired by Oracle.

- Designed and wrote the Palette IDE: An editor for AdminServer's proprietary programable rules engine. Featured live.java style debugging to rules engine and graphical rule editor.
- Internationalization: Adapted the main application for ING Japan and other countries.
- Worked on compiler translating xml rules into java classes via Janino.