# David Benjamin O in

SOFTWARE ENGINEER

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### **Skills**

aws AWS **USS** Flectron • Git Go ■ HTMI Docker

Kubernetes A Linux Rust Node.js TS TypeScript Js JavaScript React

#### Certifications

AWS Certified Cloud Practitioner - CLF-C02

## **Work Experience**

**Contract / Self-employed** Senior Full Stack Engineer

05/2009 : 10/2023

- · Built and deployed dozens of web sites and applications for clients of all sizes
- · Developed the original web version of Jumanji Run game for the movie release
- · A distributed kiosk guiz experience for BlackHat conference
- · A talking robot gif generator for the Netflix show Glow
- · Wizard of Oz 50th Anniversary site

03/2023 : 08/2023 **Lockwell** Senior Software Engineer temporary contract

- · Built libraries that enabled core functionality within the application
- · Built bindings for external C libraries for use in Windows and MacOS in TypeScript and Rust, respectively
- · Integrated bindings into an Electron app
- · Built a MacOS privileged helper service in Rust

Little Cinema Digital Senior Video Engineer 02/2022 : 08/2022 temporary contract

- · Researched and wrote RFC for a WebRTC deployment with multiple options and the pros and cons of each.
- · Designed a WebRTC infrastructure based around LiveKit
- · Gave presentation on WebRTC technology to engineering team
- · Constructed UI components within their current application to support the WebRTC infrastructure
- · Wrote AWS CDK to deploy the LiveKit infrastructure along with their current stack
- · Transferred knowledge to team when contract ended

#### **Supergroup** Senior Full Stack Engineer

- · Delivered quality code for client projects
- · Built new and maintained current features for Playboy.com
- · Transferred knowledge to new team at Playboy.com via working sessions
- · Built reesesbookclub.com
- · Built tool to search subreddits for keywords and sentiment
- · Redesigned company stack to be easier to deploy and more developer friendly

#### **EsportsOne** Senior Full Stack Engineer

· Rebuilt original computer vision processor, basically converting it from C# and needing to be manually operated through Remote Desktop to a Go codebase with higher performance and much lower resource requirements.

11/2019 : 11/2021

04/2018 : 11/2019

07/2013 : 03/2016

03/2012 : 03/2013

02/2011 : 03/2012

05/1997 : 05/2000

- · Built a UI dashboard to display real-time information from a League of Legends computer vision processor
- · Built a Twitch.tv extension, both ui and backend, to display real-time data about the League of Legends match currently being played on stream

#### The Craftsman Agency Technical Lead

- · Lead all tech efforts within organization
- · Collaborated with account managers to refine their ideas into buildable products
- · Wrote code for, deployed and maintained nearly all development projects

#### **Ignition Interactive** Senior Interactive Engineer

- · The Last of Us game web site
- · The Hunger Games movie web site
- · Arrested Development "You're Going to get Some Walk Ons" contest site
- · Dodge Dart relaunch crowdfunding site

#### **TotalBeauty.com** Front-end Engineer

- · Responsible for all front-end code
- · Built new features from product requirements

## Education

#### Miami International University of Art & Design

Bachelor of Fine Arts in Film and Video Production

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