











David Benjamin


Software Engineer


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
Languages


 Rust  TypeScript  Svelte  Lua  Markdown
 JavaScript  Go  YAML  Python  Bash

Current Projects

hifi.rs  a high resolution Qobuz streamer built in Rust

hazel-rs  Attempting to bring some of the features of Hazel on Mac to Linux (and beyond)

stream-cv  Playing around with Rust, libav (ffmpeg), opencv and multithreading

resume  This is the code for my resume site.

Education

Bachelor of Arts in Film and Video Production MIAMI INTERNATIONAL UNIVERSITY OF ART & DESIGN • MIAMI, FLORIDA

Work Experience

Contract / Self-employed

May 2009 → Present

ACCOMPLISHMENTS

- ▶ Original web version of Jumanji Run game for the movie release
- ▶ A distributed kiosk quiz experience for BlackHat conference
- ▶ A talking robot gif generator for the Netflix show Glow
- ▶ Wizard of Oz 50th Anniversary site

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Lockwell SHORT TERM CONTRACT

March 2023 → August 2023

ACCOMPLISHMENTS

- ▶ 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

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Little Cinema Digital SHORT TERM CONTRACT

February 2022 → August 2022

SENIOR VIDEO ENGINEER

ACCOMPLISHMENTS

- ▶ 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

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Supergroup

November 2019 → November 2021

SENIOR FULLSTACK DEVELOPER

ACCOMPLISHMENTS

- ▶ 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

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EsportsOne

April 2018 → November 2019

SENIOR FULLSTACK DEVELOPER

ACCOMPLISHMENTS

- ▶ 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.
- ▶ 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

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Union + Webster / The Craftsman Agency

July 2013 → March 2016

TECHNICAL LEAD

ACCOMPLISHMENTS

- ▶ 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

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Ignition Interactive

SENIOR INTERACTIVE DEVELOPER

March 2012 → March 2013

ACCOMPLISHMENTS

- ▶ 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