Ben Fillmore

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(801) 856-7954 ☎

Eagle Mountain, UT 📍

benfillmore.com 🔗

WORK EXPERIENCE

SOFTWARE ENGINEER / MANAGER

Studies Weekly *2004–2018*

- Co-wrote the core foundations of a PHP web service that's been in service for over 7 years.
- During the formative years of the company, I was responsible for all foundational in-house tools, including design, deployment, testing, and maintenance. The company has grown year over year to become a 30-million-dollar company.
- Conceptualized, proposed, and implemented a system that allowed a the company to perfectly align audio with a text transcript for follow-along highlighting during playback. This feature became one of the most effective selling points of the product line.
- Designed and implemented the foundations of a warehouse management system that is still in full service today.
- Designed and implemented tools for crowdsourcing writing work. What previously took the company years to write took the crowdsourcing program weeks, significantly increasing the company's revenue stream.
- Gamified the company's products by leading a team in developing an interactive isometric game for rewarding students for their academic progress.
- Designed and built a presidential mock voting platform than successfully served hundreds of thousands of students within a window of only a few hours, while maintaining performant real-time analytics.

FREELANCE FULL STACK DEVELOPER

EdTech Games *2018–Present*

- Responsible for fleshing out an existing Angular website with Ruby backend, adding new features and refactoring existing ones.
- Re-implementing multiple API endpoints, increasing responsiveness on customer facing reports by shaving nearly a minute off of load time.
- Designing and implementing an internal CRM in collaboration with the CEO and sales team, allowing the effective tracking of customers, leads, and sales.

OWNER / SOLE EMPLOYEE

Totally Legitimate LLC *2017–Present*

- Using multiple AWS technologies, I designed and built a robust, easily scaled user authentication system for an in-development open world multiplayer game.
- Built many extensions and customizations for the Xenforo platform.
- Implemented a custom physics based jetpack system in Unreal Engine.
- Surpassed client expectations with timely delivery, and suggested improvements.

FREELANCE FULL STACK DEVELOPER

InSight *2015–2016*

- Responsible for creating the online reporting systems of an innovative elementary student testing framework.
- Prompt and effective communication with a distributed team of developers and stakeholders.

ZUMBA INSTRUCTOR

Various *2013–Present*

- Arrange and choreograph playlists.
- Teaching diverse classes of various sizes and skill levels.

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Skills

LANGUAGES

- JavaScript
- HTML/CSS
- PHP
- Node.JS
- C/C++
- SASS
- Java
- UE4 Blueprints
- Ruby

TOOLS

- Git
- PostgreSQL
- MySQL
- jQuery
- DynamoDB
- AWS
- MongoDB
- GraphQL

FRAMEWORKS

- CodeIgniter
- Angular
- Vue.js
- Phalcon
- PhaserJS
- SlimPHP
- React.js
- Jekyll
- UE4

Education

BACHELORS IN COMPUTER SCIENCE

Utah Valley University *2013–2015*

MASTERS IN COMPUTER SCIENCE

Utah Valley University *2017–Present*

Feats of Strength

- Presented at the OpenWest conference, detailing the design and implementation of a raycasting pseudo-3d engine in Javascript.

- Built a fully functioning compiler and virtual machine in Javascript.

- Eagle Scout. I was told this would be great for resumes during the years I spent earning it...