

BENNETT FORTIER

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Summary

An enthusiastic and experienced developer seeking employment within the application software development life cycle. Looking to contribute to an agile environment while furthering my understanding of business and IT strategy.

Education

Washington University in St. Louis, St. Louis, Missouri

Computer Science and Mathematics

Expected Graduation, May 2020

GPA: 3.9

Development Skills

Languages: Swift, Javascript, PHP, HTML, CSS, Python, Java, SQL, No SQL, C, Node.JS

Skills: Linux Systems, Full-Stack Developer, IOS Developer (App on Apple Store)

Professional Experience

CoachZone, New York, NY

Independent IOS Developer, May 2019 – August 2019

Independently contracted to build and ship an NFL based IOS application. Front end created through Swift programmatic auto-layout. Backend serviced through a Node.JS REST API, data caching through two Redis Clusters, real-time data pub/sub through a Kafka Cluster, a Docker deployed machine learning model, and AWS Cloud tools for data and file storage, user authentication, and server optimization. Currently has 500+ downloads.

<https://github.com/befortier/Coachzone-Public/blob/master/README.md>

Washington University in St. Louis Computer Science Department, St. Louis, MO

Course Designer, August 2019 – May 2020

Weekly meetings with the Head of the Computer Science Department, Ron Cytron, to help design and implement a data science introductory course for next Spring. Focused around using Python libraries to examine, manipulate, and analyze data sets.

Cubic, St. Louis, MO

Software Engineer, April 2018- September 2019

One of two developers for a student run non-profit start up that raised over \$2,000 per year. Worked on both the back and front end. Provided cheaper storage to students through renting attic/basement space from local houses. The website worked through: Node JS, AWS Lambda, and DynamoDB.

Butterscotch Shenanigans St. Louis, MO

Quality Assurance/Playtester, August 2018 – January 2019

Worked on refining *Crashlands*, a game that was awarded “*Top 10 Games of 2016*”. Tasked with finding bugs and reporting on overall game quality.

Generopolis, St. Louis, MO

Head Developer, April 2018 – August 2018

Sole developer for creating, launching, and maintaining an online marketplace for goods and services. Responsible for fixing crashes and both front and back end updates. The website worked through: LAMP, Docker, and Wordpress.