

Benjamin Blue

Software Engineer

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[Github](#) | [LinkedIn](#) | [Portfolio](#)

Projects

BluTube (Rails, React/Redux, PostgreSQL, AWS)

[Live](#) | [Github](#)

A single-page, video watching app inspired by Youtube

- Created RESTful JSON API in Rails reducing frontend requests
- Normalized state by compartmentalizing data resulting in reduced complexity of frontend components
- Managed video upload and streaming through AWS S3 reducing load on server

vacantlots (MEAN Stack, Google Maps API)

[Live](#) | [Github](#)

vacantlots aids cities in selling vacant or abandoned lots, made for a hackathon; I contributed the Node/Express/Mongoose backend.

- Provided secure user experience with web session tokens and Passport.js for login with bcrypt for encryption
- Implemented simple JSON API interface with CRUD operations

DodgeDodge (JavaScript, three.js)

[Live](#) | [Github](#)

A mobile friendly 3D, object avoidance browser game inspired by Cube Runner

- Achieved 60 fps 3D gameplay with three.js
- Limited memory use by reusing 3D object properties
- Gyroscopic controls via accelerometer API for mobile gameplay

Education

App Academy, Sept - Dec 2017

1000+ hour coding bootcamp (< 3% acceptance rate)

Bergen Community College, 2015 - 2016

Computer Science

- Data Structures and Algorithms

UC Irvine, 2010 - 2014

Biology Major

SKILLS

Languages

- JavaScript
- Ruby
- SQL
- Swift
- HTML 5/CSS 3
- C++

Technologies

- React/Redux
- Ruby on Rails
- Angular
- Mongoose
- MEAN Stack
- three.js
- jQuery
- git
- Heroku
- RSpec

Experience

Modelshop, May - July 2016

- Tested product UI through building models and identified bugs therein
- Solved UI bugs in Java codebase
- Gained experience in Apache Groovy and agile development (Jira)