BEN KEENER

Software Engineer

PROFILE

I am a Full-Stack Software Engineering student looking to continue to grow my knowledge and abilities through collaboration with experienced developers in a production environment

SKILLS

- Problem-solving
- Technical writing
- Quickly learning
- Effectively communicating
- Proficient in:
 - Pvthon
 - C
 - Git
 - Bash
 - Javascript/Node.js

PROJECTS

PACKAGEFIEND.COM

- Created a centralized environment for users to be able to track packages across multiple providers
- Utilized many modern APIs and libraries to provide a fluid experience for users
- Worked with a small team to create the website in a very limited time span
- Took advantage of continuous development, testing, and integration to enable constant, stable iteration

CONTACT

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EXPERIENCE

STUDENT TUTOR

HOLBERTON SCHOOL, SF | JAN 2020 - PRESENT

- Provided assistance and instruction for students to help them better understand key concepts of software engineering
- Hosted learning sessions to enable a more personalized and creative form of learning
- Offered office hours for one-on-one teaching to help students with more specific needs
- Facilitated Peer Learning Days by keeping students on track while offering advice to maximize learning

APPLICATION DEVELOPER

PHD STUDENT RESEARCH | APRIL 2020 - PRESENT

- Updated and developed an application to facilitate an economics and psychology experiment for a pair of PHD students
- Translated the goals of the students into a tangible experience for the program
- Updated an inherited codebase to enable new and improved functionality to match the goals of the experiment while eliminating existing bugs

APPLICATION DEVELOPER

LOCAL GOLFING CLUB | AUGUST 2020 - SEPTEMBER 2020

- Migrated legacy code to a new stack on Heroku
- Addressed multiple security vulnerabilities on the backend
- Improved the user sign-up experience by putting systems in place to avoid erroneous sign-ups
- Added miscellaneous features to streamline the work done by the site administrators

EDUCATION

FULL STACK SOFTWARE ENGINEERING

HOLBERTON SCHOOL, SF | SEP 2019 - PRESENT

- Learned the foundations of software engineering through project-based peer learning to best simulate the work environment
- Maintained servers for projects while taking advantage of puppet and bash scripts for automation
- Increased my knowledge in low-level programming fundamentals through C by building standard library functions, creating custom hash tables, and implementing sorting algorithms such as radix and quicksort
- Developed using high-level, object-oriented programming in Python by creating a clone of the AirBNB front-end website, backend, and APIs