

Objective

To obtain employment doing front-end or full-stack web development.

Available June 2015 and beyond.

Skills



Web Development

HTML/CSS, JavaScript,
PHP, MySQL,
Ruby, Java/JSP



Interactive

C# (Kinect, Unity),
Processing,
ActionScript 3.0



Graphics/Animation

Photoshop, Flash,
Illustrator, Maya



Mobile Development

Responsive Web,
Objective-C (iOS),
Java (Android)

Libraries & Frameworks: Twitter Bootstrap, jQuery, AngularJS, Node.js, Spring, CodeIgniter, Magento

Tools, Etc: Version Control (Git), GitHub, JIRA, Unix, Bash, Arduino, MIDI, Various IDEs

Experience

Constant Contact

Software Engineer - Waltham, MA
June 2014 - Present

[Java](#) [JavaScript](#)

Participating in the “Software Engineering Development Program.” Rotating between different teams to learn more about the company, be exposed to many different technologies, experience developing software at scale.

Constant Contact

Software Engineer Co-op - Waltham, MA
June 2013 - August 2013

[Java](#) [JavaScript](#)

Worked with the Email Marketing team on “Voice of the Customer” issues, UI fixes, and feature development. Won “crowd favorite” in company Innovation Jam for SHARD (System Health and Resource Dashboard).

Global Thinking

Web Developer Co-op - Alexandria, VA
June 2012 - August 2012

[PHP](#) [JavaScript](#)

Developed a module for the Magento Ecommerce platform to allow for variable data printing products in an online store. Made weekly progress reports to the project manager.

Education

Rochester Institute of Technology | Rochester, NY
August 2015, 3.9 GPA, Summa Cum Laude, Honors Program

B.S., New Media Interactive Development
Minor, Music & Technology

Projects

WebDrink

[HTML/CSS](#) [JavaScript](#) [PHP](#)

Web interface for Computer Science House’s networked vending machines. Created the primary client as a responsive web app using AngularJS and Twitter Bootstrap, powered by a JSON API. <http://bit.ly/gh-webdrink>

EEGJ

[Processing](#)

Group senior project. Developed framework for programming generative MIDI sequences. Using a “hacked” MindFlex and Arduinos, created an interface to a Guitar-Hero style game and personalized audio-visual experience. <http://bit.ly/gh-eej>

Kinect Theremin

[C#](#)

Wrote a library to encapsulate Microsoft Kinect data stream functionality. Using skeleton tracking data, modulated the frequency and amplitude of a sine wave based on the position of the user’s hands. <http://bit.ly/gh-kinect-theremin>

Groupie App

[Objective-C](#)

An iOS app for finding concerts, powered by the Last.FM API. Can search by artist, or find upcoming concerts near you. Concerts plotted on a map using Google Maps API. Includes a favorites feature to save common artist searches.

<http://bit.ly/linkedin-bencentra>

<http://github.com/bencentra>

References Available Upon Request