NATHAN BENNETT

Full Stack Web Developer

- ✉ nlb.nathan@gmail.com
- in LinkedIn
- Github
- 🌐 Portfolio

EDUCATION

Code Immersives NYC
Web Development with AWS

📅 Aug 2021 - Aug 2022

Praxis
Career Development

📅 Jan 2017 - May 2017

Praxis is an intensive personal and professional development program for young adults seeking to join the workforce early

James Madison University
Computer Science

📅 Sept 2014 - June 2016

I left school to pursue education and experience more in-line with personal and professional interests

SKILLS

Javascript / Typescript; HTML; CSS; React; React Native; iPhone; Android; SQL; NoSQL; Git; CLI; JSON; APIS; Amazon Web Services; Firebase; Node.JS; Express; Svelte; JQuery; Redux; Figma; Notion

CERTIFICATIONS

- AWS Certified Cloud Practitioner
- QA Expert: Software Testing

SUMMARY

Full stack web developer trained in modern technologies. Experienced background in web game development and professional QA.

WORK EXPERIENCE

Software Developer (Mid-Level)
Code/+/Trust

📅 Nov 2022 - current

- Led the development and successful launch of key features across mobile apps, back-end services, and front-end user portals using **TypeScript, React, React Native, Node.js,** and **SQL**
- Expedited critical issue resolution, significantly improving platform performance and elevating client satisfaction
- Spearheaded the continuous improvement of development processes, enhancing team efficiency, code quality, and collaboration within an **Agile** methodology
- Collaborated in **sprint planning**, facilitated the **onboarding** of new team members, and actively participated in discovery sessions, playing a pivotal role in driving project success
- Assessed and streamlined project scope, eliminating blockers and ensuring transparent **stakeholder communication**

Web Game Developer, Product Manager
Reflextions LLC

📅 Sep 2014 - May 2017, Mar 2019 - Aug 2021

- Developed, designed, and published HTML5 video games, amassing **8,000,000+ plays** and generating **tens of thousands** in revenue
- Collaborated with numerous clients to build products, integrate platform-specific **APIs** and **license** intellectual properties
- Recruited and managed a team of freelancers, ensuring **high quality deliverables**

QA Tester
Bethesda Softworks

📅 Jun 2017 - Feb 2019

- Embedded with developers to provide **rapid QA support** for priority issues
- Implemented and refined test plans to identify issues on the *The Elder Scrolls, Fallout,Dishonored,* and *Wolfenstein* franchises
- Documented **1,000+ bugs** via Hansoft and Test Tracker Pro while detailing the issue and reproduction steps concisely
- Utilized a rigorous analytical approach during playtests to uncover severe issues, reinforcing the robustness and reliability of game systems
- Conducted diverse hardware-specific tests, ensuring software compatibility across various computer configurations