

BEN BEERS

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Profile

Enthusiastic about software development and picks up new skills quickly. Works equally well independently and as part of a team.

Education

WECANCODEIT

January 2020 to April 2020
Engaged in a full-time, 5-star-rated coding boot camp, learning agile full-stack software development from expert instructors and intensive hands-on projects. Planned, designed, and developed professionally programmed applications in collaborative team-based and independent settings, demonstrating the proficiency to earn Software Development Certificate.

MIAMI UNIVERSITY OF OHIO

Completed three semesters toward a BA in Philosophy and Physics.
August 2008 to December 2010

Skills

Java • Spring • Hibernate • JPA • JavaScript • MVC • HTML • CSS • Flexbox • Grid • TDD • Agile (Scrum) • Object Oriented Programming (OOP) • AJAX • JSON • Restful APIs • Responsive Design / Mobile • Structured Query Language (SQL) • Relational Databases • Source Control / Git • draw.io

Work Experience

CHARTER COMMUNICATIONS

MAC Coordinator | Columbus, Ohio | April 2019 to January 2020
After closure of other facility, moved to new role at new location. Activated customer cellphones, did troubleshooting for cellphones and mobile accounts, sent out SIM cards and new devices, walked customers through using new phones.

Technical Support Rep | Cincinnati, Ohio | June 2018 to April 2019
Switched to this role after 6 months as a billing representative to pursue interest in technology. Helped reconnect/troubleshoot modems and routers, advised customers of outages, and scheduled technician visits.

Billing Representative | Cincinnati, Ohio | Jan 2018 to June 2018
Worked with customers on billing and account questions, negotiated discounts, and provided empathetic customer support.

AM/PM EMPLOYMENT, IFORCE

Independent Contractor | Dayton, Ohio | Oct. 2015 to Mar. 2018
Worked as machine operator, vehicle operator, factory laborer. Independent contractor in manufacturing.

Projects

VIRTUAL PETS RUN AMOK!

Worked with a team to develop a Java app implementing a game loop to simulate a pet, similar to 1990s games such as "Tamagotchi" and "Pokemon."

CLICKING CALAMITY

Worked alone using Javascript to create a game similar to "Cookie Clicker."

RANDOM ACCESS CARDS

Worked with a team to use Java, HTML, CSS, and Javascript to develop a single-page app with the Spring framework. Completed project is live at:
<https://random-access-cards.herokuapp.com/>