

# Benson Pan

<https://bensonpan.com>  
benson.pan@uwaterloo.ca

## WORK EXPERIENCE

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**Software Engineer, Frontend** **League** **Sept 2019 - Present**

- Developed and maintained internal design system with composable and reusable **React** components
- Created user-centric tooling to improve efficiency of day-to-day tasks for the operations team
- Troubleshooted critical issues through the entire stack as a part of support initiatives
- Promoted the use of **React Testing Library** to increase component reliability

**Full Stack Developer** **theScore** **Sept - Dec 2018**

- Exhibited project architecture ownership to deliver a scalable widgets service to serve high traffic sites such as USA Today using **Phoenix**
- Prototyped features and microsites as a part of the growth team, driving top-of-funnel users
- Implemented UI updates for menus and pages with server-side rendering using **React** and **Next.js**, which modernized the site and decreased user load times
- Updated web pages and backend to utilize **GraphQL** endpoints with **Apollo**

**Full Stack Developer** **Property.ca** **Jan - Apr 2018**

- Developed a fully featured tool with **Laravel** to generate and manage ad campaigns, greatly expediting work for the marketing team
- R&D for product improvements: created a property price predictor with **TensorFlow**, introduced **Docker** infrastructure, developed health checks to improve data integrity
- Continued development of API and features for internal CRM in **PHP** and **React**

**Backend Developer** **ICF International** **May - Aug 2017**

- Worked closely with clients to ensure accountability and provide tailored results for site updates using **Angular**, **HTML** and **CSS**
- Adhered to best practices of layered architecture to create SMS promotions service using **Spring**
- Introduced **Selenium** automation and **Karma/Jasmine** unit testing for various projects, adding over 90% code coverage to previously untested code

## PROJECTS

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### WISS

<https://panbenson.github.io/wiss>

- Real-time messaging platform where users can chat and compete in casual minigames
- Currently rewriting backend in **Elixir**, redesigning site in **Typescript**, and creating more minigames

## EDUCATION

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**Waterloo, ON** **University of Waterloo** **May 2020**

- B.A.Sc. in Electrical Engineering with Distinction. GPA: 3.7
- Coursework: Autonomous Vehicles; Pattern Recognition; Algorithms; Compilers; Game Development

## TECHNICAL SKILLS

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- Languages: JavaScript; Python; Go; Java; C++; SQL; Elixir
- Frameworks: React; Redux; Styled Components; Spring; Phoenix
- Tools: Visual Studio; GoLand; Docker; Git; Storybook; Figma

## INTERESTS

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- Cars; table tennis; calligraphy; photography; shoes; music