

Dan Benson

Software Engineer

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Technical Skills

Languages: JavaScript | TypeScript | Python | PHP | SQL | HTML | CSS

Libraries/Frameworks/Tools: React | Node.js | Express.js | MUI | Bootstrap | Flask | RESTful APIs | Jest | Jasmine | Sass

Databases: PostgreSQL | MySQL

Experience

RealtyAds | Chicago, IL

February 2022 - Present

Software Engineer | November 2022 - Present

- Developed and maintained responsive data-driven charts and tables using **React** for client platforms, enhancing performance and user engagement by optimizing load times and improving interactivity.
- Developed and maintained a geo-projection class, enabling employees to quickly access client stats based on location. Enhanced functionality to efficiently manage larger accounts, improving scalability and user productivity.
- Designed, developed, and maintained client services to automate subscription and renewal workflows, eliminating 90% of manual operational tasks and significantly improving efficiency.
- Collaborated with account managers to design and implement a renewal forecasting feature, improving goal tracking and predictability to help consistently achieve quarterly targets.
- Collaborated with finance and account managers to create and distribute monthly Excel reports detailing account activities, including new subscriptions, renewals, and deactivations, keeping teams informed and up-to-date.

Junior FrontEnd Engineer | February 2022 - November 2022

- Collaborated with the design team to create a new client dashboard, improving account management.
- Redesigned and added dynamic features including customizable layouts, filtering, and pagination using **React**, enhancing usability and team productivity.
- Reduced data entry errors by 25% by integrating Sales team data with HubSpot's API platform.

Software Engineer Intern - Rithm School | San Francisco, CA

November 2021 - December 2021

- Created a comprehensive weekly reference guide to streamline access to course content, reference information, and assessments, resulting in a 20% decrease in time spent searching for information using **Django**.
- Designed and implemented a user-friendly, editable content management system for instructors using **JavaScript**, improving the efficiency and accuracy of course material updates by 50%.
- Designed and implemented a dynamic layout for upcoming projects in a cohort using **Sass**, resulting in a 30% increase in on-time project submissions and effective team collaboration.
- Designed/executed unit and integration tests to maintain 99% coverage.

Projects

Pokedex - Frontend pokemon application using React | Typescript | GraphQL | Tailwind | [Demo](#) | [Github](#)

Foodie Love - Food app using TypeScript | React | MUI | Express.js | PostgreSQL | AWS S3 | Google OAuth2 | [Github](#) | [Demo](#)

Sharebnb - Full stack mock household site using React | TypeScript | Flask | RESTful API | PostgreSQL | AWS S3 | [Github](#)

Education

Rithm School - San Francisco, CA

2021

Certificate of Study: Full Stack Software Engineering

University of Illinois at Urbana-Champaign - Urbana-Champaign, IL

2015

Masters of Music: Percussion Performance and Literature

Illinois State University - Normal, IL

2013

Bachelor of Music in Performance: Percussion