

# Ben Serviss

Software Engineer  
@benserviss

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**PORTFOLIO:** benserviss.com

**GITHUB:** github.com/kamoh

**BLOG:** kamoh.github.io

## EMPLOYMENT HISTORY

**Software Engineer @ BeenVerified** | New York, NY Feb. 2015 - Present

- + Development support for BeenVerified.com's suite of apps leveraging public records
- + Tech Lead for Upgrades & Reactivations engineering team; mentor junior engineers
- + Maintain Jenkins continuous integration server

**Software Engineering Intern @ Shapeways** | New York, NY Nov. 2014 - Jan. 2015

- + Developed features for Shapeways.com, the leading 3D printing marketplace and community
- + Worked with design team to develop and implement UX solutions

**Game Designer / Producer @ Studio Mercato** | New York, NY Jan. 2013 - Present

- + Rapid concept prototyping; Closed sale of a prototype game project to a third party
- + Run product demonstrations for press and consumers at festivals and playtest events

**Contract Game Designer @ Dashjump** | New York, NY Nov. 2010 - Dec. 2015

- + Designed iOS app interactions for a government-run digital currency initiative
- + Created user flows and interactions for an Agile training web app for a major US bank
- + Pitched and designed game interactions for an iOS loyalty reward app for a national retailer

**Production Manager, Tech Editor @ Enzyme Media** | Portland, OR Jan. 2010 - Sept. 2010

- + Designed functional requirements for news website built with Wordpress
- + Researched, implemented and maintained Google DoubleClick for Publishers (DFP)
- + Wrote and reported tech stories; established sitewide SEO best practices

**Product Manager @ THQ\*ICE** | Agoura Hills, CA Dec. 2008 - Dec. 2009

- + Oversaw complete localization of a Korean-language game into English
- + Recruited, contracted and managed external writers for additional copy and content needs

## TECHNICAL SKILLS

| Languages  
*Ruby, JavaScript, PHP, Python, HTML, CSS, SQL*

| Certifications  
*Certified Jenkins Engineer*

| Frameworks  
*Rails, Sinatra, Bootstrap, Devise, jQuery*

| Tools  
*Heroku, Jenkins, Vagrant, Amazon S3, Git, Github, Gitlab, Jira, Confluence, DevTrack, Google DFP*

| Testing  
*TDD, BDD, Rspec*

| APIs  
*NYT, Twitter, Forecast.io, Wunderground, Twilio*

| CMS  
*WordPress, ExpressionEngine*

## APPLICATIONS BUILT

**worldview** ([world-view.today](http://world-view.today)) - Get real-time snapshots of any major city's weather, photos, news and tweets

*Ruby on Rails, JavaScript, jQuery, APIs (NYT, Twitter, Forecast.io, Wunderground), HTML, CSS*

**SpamEncoder** ([spamencoder.com](http://spamencoder.com)) - Encode/decode secret messages hidden in fake spam email text

*Ruby on Rails, JavaScript, jQuery, Bootstrap, HTML, CSS*

**shrtb.red** ([shrtb.red](http://shrtb.red)) - An extra-sweet cookie-themed URL shortener

*Ruby on Rails, Bootstrap, Rspec*

**WhenToWearIt** ([whentowearit.herokuapp.com](http://whentowearit.herokuapp.com)) - Keep track of your fashion decisions and who's seen you in what

*Ruby on Rails, JavaScript, jQuery, Devise, Amazon S3, Bootstrap, Paperclip, HTML, CSS*

## EDUCATION

**The Flatiron School**, 2014  
Web Development Program

**SUNY Binghamton**, 2002-2005  
Bachelor of Arts, English  
Magna Cum Laude

## GAME PROJECTS

**The Last Monster Master**, 2013-2014

*250,000-word text adventure*

**Play:** [choiceofgames.com/last-monster-master](http://choiceofgames.com/last-monster-master)

**Crystal Brawl**, 2013-2016

*2v2 capture-the-flag meets strategy*

**Trailer:** [youtube.com/watch?v=y4DVApqA9MY](http://youtube.com/watch?v=y4DVApqA9MY)

## INTERESTS

- + UX
- + Rock climbing
- + Scotch
- + Writing
- + Spreadsheets
- + Sculpture
- + Game development