

BEN C. LEGGIERO

Software Engineer II

Graphic Artist



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Young and enthusiastic JVM and Cocoa Software Engineer

Technical Profile (Bold indicates most proficient)

Programmer

- **Swift** | **Objective-C** | **Java** | **Kotlin** | C#
 - **JavaScript** ES6 | Ruby | Python
 - **HTML5.1** | **CSS4** | **PHP** | XML | XSL
 - **macOS** | **iOS** | **Android** | Windows
 - Haskell | Lisp | Prolog | COBOL
 - Browser extensions | Web Apps
- Can learn any programming language in 1 week

Artist

- **User Interfaces** | **User Experience**
- **Graphic Design** | Image Editing
- **Sketch** | Photoshop | Illustrator **CS3-6**
- **Inkscape** | GIMP | PhotoImpact
- Autodesk's **3DS Max** | Revit | Maya
- **Unity** | Blender | Terragen

See also my online art portfolio at

<http://Ben-Folio.BHStudios.org/>

Skills & Experience Summary (Bold indicates important points, from here on)

- Worked on **ProPresenter** and **Pro Video Player**, professional-grade presentation software for **macOS**.
- Worked on **NCR Silver**, industry-leading mobile point-of-sale system for **iOS & Android**.
- Deploys apps through **Git**, using **CI** systems like **TeamCity**, **Jenkins**, **Travis**, etc.
- Combines **OO**, **Functional**, **Cocoa**, **Flux**, & other architectures to make **solid & stable** software.
- Participates in **open- & closed-source** projects using **Git**, collaborating with several others.
- Makes apps for **Android 4.0+** & **iOS 8.0+** **tablets & phones**.
- Creates hobby apps in **Java Swing** & **JavaFX**: a multipurpose timer, instant messenger, database accessor, Sudoku game, etc. Integrated **Kotlin**, **XML**, **INI**, **SQL**, **PHP**, & **HTML**.
- Uses **diagrams**, **flowcharts**, **design documents**, etc. to design UI, data structures, & tests.
- Uses **unit testing** to guarantee expected functionality across versions & branches.
- Created AI systems such as **agents**, **pathfinders**, **neural networks & genetic algorithms**.
- Used **Unity** game engine to games for **PC**, **iOS**, & **Android** written in **JavaScript & C#**.
- Used tools like Autodesk's **Revit**, **Maya**, & **3DS Max**, as well as **Blender**, **Terragen**, & **Unity** to create character, object, terrain, hard-, & soft-surface models.
- Designs graphics, including **in-app textures**, **iconography**, **branding**, & **UI design**, in industry tools such as **Sketch**, **Photoshop**, **Illustrator**, & **Inkscape**.

Education

- Columbus State University **(2014)**
 - Bachelor of Science in Computer Science (Focus in Games)

Professional Experience

- Renewed Vision **(2016 – 2017)**
 - macOS Software Engineer
 - Built professional-grade **presentation software** for **macOS**. Collaboratively created **software platforms** with **open-source & proprietary** tech: advanced **auto font scaling**, **inspector**, animated grid item selector.
- NCR Corporation – Small & Medium Business division **(2015 – 2016)**
 - Mobile Software Engineer
 - Built industry-leading **point-of-sale** software for **iOS & Android**. Implemented headlining features such as **64-bit** support, **EMV** payments, **scale-weighting** of items, & **future orders**, including any **hardware drivers** necessary for these.
- University System of Georgia – Information Technology Services **(2012 – 2014)**
 - Web developer & designer
 - Redesigned & rebuilt <https://ColumbusState.edu> in **HTML5+CSS3**, with **XSLT & PHP** where needed. Made **templates for CMS** so teachers could build pages.