

Ben Lerchin
4276 Quadra St
Victoria, BC V8X 1L6

778-587-5182
ben@lerchin.com

benlerchin.com

Full Stack Developer with over ten years of experience building performant, scalable and maintainable applications for the web. I specialize in frontend development with React and backend development with Ruby on Rails, but enjoy working with a variety of languages and frameworks. Many of my recent projects include production applications of generative AI.

Languages: Typescript, JavaScript, Ruby, Python, Elixir, HTML, CSS

Frameworks: React, Redux, Apollo, View Components, Node.js, Ruby on Rails, Polaris, TailwindCSS

Tools: PostgreSQL, MySQL, Elasticsearch, Redis, Webpack, graphql, git, jest, React Testing Library, Docker, RSpec, Minitest, GCP, AWS, Splunk, Datadog, Prometheus, Grafana, Jupyter notebooks, OpenAI

Certifications: Triplebyte Certified Engineer (Front End, July 2020)

Co-inventor of two pending patents

Work authorization: US Citizen, Canadian Permanent Resident

EXPERIENCE

ENGINEERING AND WEB DEVELOPMENT

Staff Software Developer, Shopify (May 2022 - Present)

- Led overhaul of merchant reviews on Shopify App Store, including the introduction of an **LLM-based** summarization tool, advanced ranking in **Elasticsearch**, and various UX enhancements
- Championed development of app comparison tool powered by structured metadata
- Introduced a new View Component-based framework for editorialized pages in **Rails**
- Author tech designs, participate in project scoping, build code prototypes for proposed features
- Mentor teammates through code review, pair programming and exposure to best practices
- Promote service health through ATC and on-call rotation, maintaining observability dashboards, updating documentation and addressing tech debt

Technical Lead, ProducePay (August 2021 - April 2022)

- Prototyped and market-tested a new SaaS product providing quality assurance and logistics support and for the fresh produce industry using **React** and **Ruby on Rails**
- Collaborated closely with product designers to define priorities and assess feasibility of new features
- Configured CI and deployment pipeline with Github Actions and Heroku
- Led successful initiative to normalize a historical database of 800k produce SKUs

Senior Front End Engineer, ProducePay (September 2020 - August 2021)

- Developed **React**-based financial dashboard serving mission-critical data to internal users
- Contributed to backend development in **Ruby** and **Elixir** through code review and pairing
- Improved test coverage, code hygiene and deployment processes

Software Developer, Self Employed (2012 - 2020)

Maintained own business as a primary occupation during this time. Key projects included:

- Built **React + Redux** front-end management dashboard for video streaming network
- Modernized and migrated a monolithic ecommerce **Rails** application off legacy hosting platform.
- Architected and developed fully-functional **React + Redux + Node.js** MVP for social startup, including integrations with Firebase Firestore, Google Cloud Functions and Airship Wallet API.
- Built custom ERP and project management tools for a fine arts foundry
- Implemented static and CMS-backed marketing websites using **Gatsby, Jekyll, Shopify** and **Hugo**

Full Stack Software Engineer, Junior.io (2016)

- Built **Node.js** microservice integrating SMS, image processing and mobile apps for brand activation
- Led development of **React** marketing website for established startup, implementing custom CMS-backed build process using **Node.js** and **webpack**
- Prototyped mobile VR app using **React** and A-Frame webVR framework

Ben Lerchin
4276 Quadra St
Victoria, BC V8X 1L6

778-587-5182
ben@lerchin.com

benlerchin.com

CREATIVE TECHNOLOGY

Graduate Student Researcher, University of California, Los Angeles (2019 - 2020)

- Led development of animated online art gallery for student exhibition
- Developed network interface streaming live motion capture data
- Supervised safe use of lab equipment including 3D printers, CNC router, table saw and hand tools

Robotics Engineer, CODAME (2017)

- Collaborated in the production of ShyBot, an autonomous people-avoiding robot. Prototyped and assembled electronics for motion control and telematics.

Apprentice to Ricardo Miranda Zuñiga, New York Arts Practicum (2012)

- Supported fabrication and software development for two new media artworks. Prototyped interactions in Arduino and Processing. Assisted with woodworking tasks.

TEACHING

Lecturer, University of California, Los Angeles (2020)

- Special Topics in Digital Photography, Summer 2020

Teaching Assistant, University of California, Los Angeles (2018 - 2019)

- Special Topics in Design | Media Arts: Introduction to Photography, Fall 2019
- Tangible Media, Winter 2019
- Design Culture: Introduction, Fall 2018

Lecturer, University of San Francisco (2018)

- Interaction Design, Spring 2018

COMMUNITY PROJECTS

Co-Founder, WallaPopUP Gallery (2013 - 2015)

- Founded and managed a community pop-up art gallery hosting exhibitions, lectures and workshops for local artists in Walla Walla, WA.

Board Member, ArtWalla (2013 - 2015)

- Active board member for local arts organization. Led effort to develop web presence and outreach.

Design and Technology Intern, Mighty Tieton (2011)

- Developed visual identities and templates for artisan business incubator. Designed exhibition catalogs. Established workflows for exhibitions and events.

EDUCATION

2020

UCLA — Los Angeles, CA
MFA, Design | Media Arts

2013

Whitman College — Walla Walla, WA
BA, Studio Art