

# José Benavente

<https://bgm.dev>

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 BGMP

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## EXPERIENCE

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- **University of the Bío-Bío** Concepción, Chile  
*Part-time Software Engineering teacher for Bachelors in Computing and Informatics.* *April 2024 –*
- **University of the Bío-Bío** Concepción, Chile  
*Teacher Assistant in Software Engineering for Bachelors in Computing and Informatics.* *August 2023 – Jan. 2024*
- **Chilean Informatics Olympiad (OCI)** Concepción, Chile  
*Competitive programming teacher, C/C++.* *April 2022 – July 2023*

## VOLUNTEERING

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- **GitHub Inc.** California, United States  
*GitHub Campus Expert* *2023 –*
  - Lead a software development community at my campus, focusing on spreading open source.
  - Organise events to promote collaborative development open to all majors at my university.
  - Create inclusive and safe spaces for students to share programming resources and technology.
- **Re-Volt: OpenGL** (<https://rvgl.org>) Jan. 2022 –  
*Software Developer, Core Maintainer Team Member*
  - **C/C++**: Implement synchronisation fixes to the multiplayer aspect of the game, while also fixing general issues reported by its players.
  - **GitHub/GitLab**: Work with a remote team of developers from all over the world to continuously release new game updates, as well as version control to maintain the game's codebase and workflows.
  - **mdBook**: Write documentation for new game patches.
  - Interact with the game's community of over 5000 players to resolve bugs and add new features to the game.
- **Re-Volt America** (<https://rva.lat>) May 2021 –  
*Lead Software Developer*
  - **Ruby on Rails**: Design and develop a community website which serves thousands of visitors every month.
  - **Capistrano**: Implement deployment workflows with Capistrano and GitHub Actions to bring Re-Volt America's web application to production.
  - **MongoDB**: Design, implement and deploy database models and relations.
  - **Redis**: Reduce load times in heavy services and views using Redis Caching.
  - **Sentry**: Set up Sentry to handle errors and exceptions thrown by the application in production.
  - **Rake**: Design and maintain several deployment workflows using Ruby Make (Rake).
- **Mojang Studios** (<https://mojang.com>) Stockholm, Sweden  
*Official Translator and Proofreader for Minecraft, the popular videogame* *2017 –*
  - Translate Minecraft, the popular videogame, into several languages like Spanish and English UK & AU.
  - Proofread official translations for Minecraft and its launcher, which then ship to billions of users.

## EDUCATION

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- **University of the Bío-Bío** Concepción, Chile  
*Bachelor in Computing and Informatics* *Mar. 2020 – Jan. 2024*

## SPEAKING

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- **Contributing to Open Source, a practical guide** ◇ Santiago, Chile  
*I was invited by GitHub to give a talk on how to contribute to open-source projects at DUOC UC.* 04/2024
- **Git/GitHub Workshop** ◇ Concepción, Chile  
*Presented Git and GitHub's fundamentals, along with practical exercises for all attendees.* 08/2023
- **Ruby on Rails Workshop** ◇ Concepción, Chile  
*Introduced Ruby on Rails for full-stack web development.* 09/2023

## CERTIFICATIONS

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- **GitHub Foundations:** [https://www.credly.com/badges/7cc1c714-3511-4d48-8281-8e23089fad25/public\\_url](https://www.credly.com/badges/7cc1c714-3511-4d48-8281-8e23089fad25/public_url)

## PROGRAMMING SKILLS

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- **Languages:** C/C++, Java, Ruby, Python, PHP, Haml, Sass, TeX
- **Frameworks:** Ruby on Rails, Liquid, wxPython, Yii
- **Cloud:** DigitalOcean, Azure
- **Technologies and Tools:** Capistrano, Rake, MongoDB, Redis, Maven, Gradle, Guice, PyInstaller, Docker, Git, GitHub Actions, vsftpd

## LANGUAGES

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- **Spanish** (Native)
- **English** (C2)
- **Italian** (B2)