

# Benedict J Munat

## Senior Software Engineer

Portland, OR

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### Objective:

Seeking exciting new software challenges to bring my 7+ years of Elixir experience to as a remote worker. 22 years of professional software development in total!

### Experience:

#### **Estee Lauder Companies, New York, NY (remote) – Senior Backend Elixir Engineer**

FEB 2023 - JUN 2026

Contractor (HireTalent; New York, NY) for Fortune 500 cosmetics giant. Part of a large, long-term project to use Elixir, Phoenix, Ecto, Oban, Broadway, Req, Postgresql, CockroachDB, etc to modernize a large suite of e-commerce sites. We built a large and complex service-oriented architecture with over 20 applications running on Kubernetes in three AWS regions globally in a few months. All applications maintained 95% test coverage and passed Credo, Sobelow, Mix Audit, and formatting checks prior to merge. Tickets deployed as they were finished (continuous delivery).

Being on the Global Payments team I was tasked with writing PayPal and Apple Pay integrations via Adyen but I was also loaned out to other teams to work on order fulfillment integration (Radial OMS and an internal service). I became the goto engineer for work on the post-checkout order-processing background jobs (Oban Pro Workflows, Protobufs over GRPC for synchronous comms; RabbitMQ and Broadway for asynchronous comms). Assisted other teams, other engineers, and worked with fulfillment personnel. Project ended due to a change in company leadership.

#### **Weedmaps, Irvine CA (remote) – Senior Backend Elixir Engineer**

JUL 2019 - FEB 2023

Joined one of the premiere Elixir houses at the time, starting out on the B2B team. using Elixir, Phoenix, Ecto and React to build out our wholesale cannabis order system. After a year, switched over to the point-of-sale integrations team (another Elixir app using Elixir, Phoenix, Tesla, GenServers, Dynamic Supervisors, JasonAPI, Prometheus, and Optimizely). Built several external-point-of-sale integrations including Akerna, Treez, Cova, and others. Assisted in the move from Rancher to Kubernetes.

Eventually became the primary engineer and then sole engineer working on the POS integrations system. Split time between writing new integrations, adding features to existing integrations and providing support for clients. Interacted extensively with external engineers and product people. Also contributed to the B2C order service, a standalone Elixir/Phoenix service with a GraphQL layer and extensive REST services. The main B2C website was based on a Ruby on Rails monolith. Also very active in the company open source guild and wrote a company blog entry on ElixirConf. Left due to the company moving away from Elixir.

#### **Bravauto LLC, Portland OR – Co-Founder/Developer; Elixir/React Native**

DEC 2018 - FEB 2020

Bootstrapped a SaaS mobile/web startup to help used-car dealers not overbid at auctions. Taught myself Elixir/Phoenix to build the backend service and an initial MVP web UI. Experimented with using Phoenix Channels and a bespoke React hook for the client side. Used the very first LiveView release for showing a spinner during the NHTSA auto data lookup call. Started on a GraphQL layer. Also started on a React Native mobile app. Presented my Web Socket via Channel approach to the local React Native group. Developed business plan, registered LLC, acquired web domain, and secured grant with state Self-Employment Administration. Ran out of funding and put it aside to focus on full-time work. Rebooted app from scratch in 2025 to try out the field of AI tools (Cursor, Windsurf, Claude).

#### **Kongregate, Portland OR — Full-Stack Ruby/Javascript Platform Engineer**

NOV 2007 - NOV 2018

Joined Flash game web startup as employee 11 and stayed for over a decade, working on all aspects of high-traffic (30 million users) Ruby on Rails games website. Ultimately became the sole engineer maintaining the web code as the company pivoted into mobile games. Worked extensively with ActiveRecord and memcached to keep our very high-traffic site – built on top of MySQL – from crashing. Helped write a bespoke Javascript single-page application framework to back our games page, making extensive use of AJAX page updates to ensure uninterrupted gameplay. Worked extensively on an Emberscript (Coffee Script) SPA embedded in our mobile games (to ensure a consistent company presence in all games). Worked extensively on adding features and fixing bugs in our forums. Wrote a complex web form handling all possible variations of the IRS international tax forms (W8-BEN, W8-BEN-E, etc) and worked extensively with accounting to ensure game developers were paid correctly. Part of rolling team handling

deploys. Extensive data fixes and other on-server fixes. Helped rack new servers in NOC (pre AWS days).

## **ChipIn Inc, Honolulu HI — *Lead Java/Ruby Engineer***

**AUG 2006 - NOV 2007**

Joined Honolulu-based startup as employee number 9, building a fundraising system (pre-Kickstarter and GoFundMe) with an embeddable Flash widget that allowed any web site to solicit donations. Initial work was replacing the prototype PHP version with a Java application using WebWork for the web layer, AndroMDA for modeling the domain and generating POJOs for the domain entities, and Hibernate for the database layer. Once that was up and running we made our first pivot: building an enterprise “white-label” version of the fundraising system with three Ruby On Rails (the new darling in Jan 2007) apps: the main web app, a data warehouse using a star-schema approach, and a reporting app. Represented the company at DreamForce 2007 (Salesforce Convention) in San Francisco. Wound up as Lead Developer on the fundraising systems as the company pivoted again to Facebook games. Left when the CEO wanted to sell off the fundraising system (and me) to a Palo Alto company.

## **Beluga Software, Olympia WA — *Java Software Engineer***

**JUL 2004 - AUG 2006**

Developer and member (co-owner) at a cooperative software consulting firm doing a lot of work for Washington state agencies. Hired as a temp right out of college to help save them on a Dept of Wildlife genetics tracking project that had gone disastrously over-budget and with the strict promise that I could not stay because they only hired people with at least five years experience. However, everyone liked me and I could do the work just fine so I was made a co-op member/co-owner within a year. While there, worked on several projects including: WA Dept of Fish and Wildlife app to track fish populations (with Spring MVC and Ibatis db layer); state payroll timekeeping system (plain Java and JSPs); DFW Genetics database (plain Java), etc.

## **Prior Work Experience**

**OCT 1987 - MAR 2003**

Ran an AB Dick printing press (1987-1991); independent contractor for concert stagehand and load-ins (1991-1993); ran live club sound for various companies (1992-2001); booked legendary underground rock nightclub (Satyricon; 1993-1999); music editor for independent biweekly Art/Music/Politics newspaper (PDXs; 1993-1999); banquet server, captain and manager (Atwater's, Pazzo; 1997-2001); other misc jobs

### **Education:**

#### **Evergreen State College**

Olympia, WA - Mar 2003 – Jun 2004 - BS in CS June 11, 2004

Projects: Self-contained e-commerce web framework in Java for a proposed peer-to-peer web system; independent contract on XML technologies; Java Generics; C++ course, etc

#### **Hampshire College**

Amherst, MA - Sept 1984 – May 1986

Worked on a CS/Music multidisciplinary degree. Wrote Pascal on a VAX 11, studied C, 6802 Assemble.; Dropped out due to lack of funds