

BENJAMIN BERLIN

Senior Web Developer

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PROFESSIONAL PROFILE

As a Senior Web Developer with over a decade of experience at major companies, I am an expert in building and refactoring high-traffic, data-driven UI websites using TypeScript and modern JS frameworks. At Square-Enix I was a leader on an international team, pushing architectural transitions, like JS to TS refactoring, and ensuring my team wrote robust and maintainable code. My experience handling web properties at Square-Enix and Activision demonstrates my cross-functional capabilities needed to conduct design reviews and manage complex issues across large-scale systems.

- Front End Mastery
- Framework Expertise
- Technical Leadership & Mentorship
- Code Refactoring
- Accessibility
- Responsive Web Design
- SEO & AI Optimization
- Design Reviews
- Cross-Functional Collaboration

TECHNICAL SKILLS

HTML | CSS | JavaScript | TypeScript | React | React Hooks | Vue.js | Tailwind CSS
Next.js | Git | Node.js | PHP | Java
Figma | Photoshop | Storybook

PROFESSIONAL EXPERIENCE

Senior Web Developer/ Square-Enix, *El Segundo, CA* 04/2021 – 11/2025

- Built, maintained, and published all websites for all of Square-Enix's brands using React, Next.js, and Tailwind CSS.
- Published over 50 websites, coordinating development within the team in both California and London.
- Refactored over 5 large repos from JavaScript to TypeScript and from Next Pages router to Next App router.
- Led the team towards modular components within a design system that would decrease development time by 50%.
- Was a key member of my team to coordinate with the Marketing teams within the Square-Enix America office.

Senior Web Developer/ Activision Publishing, *Santa Monica, CA* 09/2014 – 04/2021

- Lead developer for My Call of Duty, developing immersive data-driven features for 4 generations of Call of Duty using Vue.js.
- Refactored the My Call of Duty code to be dynamic, scalable and easy for other developers to pick up.
- Developed Marketing websites for Call of Duty, Destiny, and Crash Bandicoot within Adobe Experience Manager.
- Helped spearhead the transition from AEM's Classic UI to Touch UI.
- Worked with the mobile team to contribute to the Call of Duty Companion App using React Native.

Senior Front End Engineer/ MarketShare, *Los Angeles, CA*

04/2014 – 09/2014

- Prototyped and implemented new ideas in HTML, CSS, and JavaScript frameworks for MarketShare's web marketing analytics software.
- Collaborated with a global development team between California and India, conducting 2 daily meetings to improve productivity.

Front End Engineer/ Activision Publishing | Beachhead Studios, *Santa Monica, CA*

07/2012 – 02/2014

- Integral part of the 2012 Call of Duty: Elite launch, which included a complete redesign and brand-new features for Call of Duty: Black Ops II, including Leagues, Zombies, and updated Player Card.
- Developed and optimized native web views for the Call of Duty: Ghosts app for login/registration and news.
- Built microsites for key events such as Early Clan Registration and Diamond Division Clan Wars.

EDUCATION

Bachelors of Science in Informatics, University of Washington, Seattle, WA