Mark A. Bentley, II
Lead Integrations Engineer

CERTIFIED
MuleSoft
Developer
LEVEL 1

📍 Raleigh, NC 27603

✉️ mark@mabentley.com

🌐 https://mabentley.com

📞 (919) 457-8099

in mabentley1

SKILLS

- Leadership/Mentoring
- Collaboration/Communication
- Problem-Solving
- Mule 4.x
- DataWeave
- CloudHub
- Anypoint Studio
- Bitbucket
- IBM Mainframe Integration
- SOAP/XML, JSON/REST
- Python Programming Language
- Microsoft SQL Server

EDUCATION & CERTIFICATIONS

MuleSoft/Salesforce
Certified MuleSoft Developer
February 2023

North Carolina State University
Master of STEM Education, Technology and Engineering
May 2023
GPA: 4.0

North Carolina A&T State University
B.S., Computer Science
December 2015
Magna Cum Laude

SUMMARY

Passionate software engineer with 7+ years experience in middleware and web application development. 3 years using the Tibco platform, 3 years with the MuleSoft Anypoint platform, and 1.5 years as an application developer. Professional that is energized by opportunities to lead and contribute to projects that make a difference. Seeking remote or hybrid opportunities where I can make a positive impact using my exceptional leadership, problem-solving, and analytical thinking abilities.

EXPERIENCE

TransPecos Banks, SSB- San Antonio, TX
Lead Data Integrations Engineer- MuleSoft
July 2023 - Present

- Lead and manage a team of MuleSoft engineers, providing guidance, coaching, and support to help them succeed in their roles.
- Plan and oversee the execution of software development projects, ensuring they are completed on time and within budget.Lead the design and development of MuleSoft solutions, including API specifications, integrations, and data mappings.
- Allocate resources effectively, including personnel, budget, and time, to ensure the successful completion of projects.
- Identify opportunities to improve the software development processes and implement best practices to increase efficiency and quality.
- Provide technical leadership to a team of MuleSoft developers, guiding them in best practices and ensuring the quality of their work.
- Define the architecture and design of MuleSoft solutions, ensuring they align with business requirements and best practices.
- Implement and enforce quality assurance processes for MuleSoft solutions, including code reviews, testing, and documentation.
- Train and mentor junior MuleSoft developers, helping them develop their skills and grow in their roles.
- Collaborate with other teams, such as product management, quality assurance, and infrastructure, to ensure the successful delivery of software projects.
- Conduct performance reviews, provide feedback, and address performance issues to help team members grow and develop in their roles.
- Participate in the interviewing, recruitment, and onboarding of new team members.
- Communicate with stakeholders, including executive and senior management, to provide updates on project status and gather feedback.
- Conduct code reviews to ensure code quality, adherence to coding standards, and knowledge sharing among team members.
- Define the overall architecture of MuleSoft solutions, ensuring they are scalable, reliable, and secure.
- Identify and mitigate risks related to MuleSoft solutions, ensuring they are delivered on time and within budget.

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State Employees' Credit Union- Raleigh, NC

MuleSoft Developer II

Dec 2021 - July 2023

- Collaborated on the design and development of APIs for several domains such as lending, accounts, members, and money movement.
- Developed solutions to integration challenges using a domain driven API-led approach.
- Developed many reusable fragments in Design Center such as data types and traits.
- Created RAML 1.0 specs and leverage fragments to promote reusability.
- Developed flows in Anypoint Studio and transformed messages between SOAP, REST, and COBOL copy book.
- Developed APIs using components such as HTTP, IBM CTG, Choice, Web Service Consumer, Error, and Custom Metrics.
- Created custom metrics dashboards and functional monitors in Anypoint Monitoring.
- Deployed APIs to Runtime Manager via automated CI/CD Bitbucket pipeline.
- Utilized Maven, Nexus artifactory, and Bitbucket pipelines for automated builds and dependency management.

Johnston County Public Schools- Benson, NC

Technology and Engineering Teacher

Aug 2020 - Dec 2021

- Planned and implemented Computer Science and JavaScript coding lessons.
- Communicated relevant information often to students and parents regarding progress and learning.
- Managed classroom behavior through building positive relationships.
- Designed engaging lesson plans based on state standards and learning objective.
- Hosted extracurricular coding and robotics club on a monthly basis.

First Citizens Bank- Raleigh, NC

Programmer Analyst (*Application Developer*)

Jan 2019 - July 2020

- Developed applications for the online banking platform using Python, JavaScript, JQuery, and HTML/CSS.
- Led team knowledge share and training sessions on a weekly basis.
- Trained new developers and mentored summer interns while assisting with assigned work.
- Analyzed, coded, and unit tested projects of varying complexity.
- Collaborated with systems analysts to design solutions that meet customer needs.

First Citizens Bank- Raleigh, NC

Programmer Analyst (Middleware Developer)

Dec 2015 - Jan 2019

- Designed and developed middleware SOAP web services and RESTful APIs with various systems of record such as databases, IBM mainframe, and third-party APIs .
- Developed RESTful API specs in Swagger Editor.
- Experience with JMS queues using TIBCO EMS.
- Created data visualizations using Tibco Spotfire and Splunk.
- Collaborated with stakeholders to gather requirements and design specifications.
- Managed API routing and security policies using CA Layer 7 Gateway
- Orchestrated a team of 10 committee members to plan and execute the First Citizens Bank IT conference.