

# BEN LEDGER

## CONTACT INFO

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Location	Brighton, United Kingdom
GitHub	<a href="https://github.com/BLedge99">https://github.com/BLedge99</a>
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## ABOUT ME

Graduate Computer Scientist with a focus on interfaces and web development. Outside of work I am a passionate musician and composer, I have the aim of one day combining my passions of software engineering, artificial intelligence, and music.

## EDUCATION

<b>BSc Computer Science</b> <i>University Of Sussex</i>   Brighton, United Kingdom	<b>2019-2022</b>
<ul style="list-style-type: none"><li>Graduated with BSc 2:1</li><li>Dissertation topic: "A Replication of David Cope's Experiments In Musical Intelligence" (72%)</li><li>Implemented a set of music generation algorithms that process MIDI data from a given catalogue of tracks and generates new music using the musical patterns and motifs found throughout the set.</li></ul>	
<b>UAL Level 3 Diploma in Music Performance and Production</b> <i>Greater Brighton Metropolitan College</i>   Goring, United Kingdom	<b>2017-2018</b>
<ul style="list-style-type: none"><li>Graduated with Merit</li></ul>	
<b>3* A-Levels Grades A-C</b> <i>Brighton Hove Sussex Sixth Form College</i>   Brighton, United Kingdom	<b>2015-2017</b>
<ul style="list-style-type: none"><li>Computer Science</li><li>Mathematics</li><li>Physics</li></ul>	
<b>12* GCSE's A*-C</b> <i>Dorothy Stringer High School</i>   Brighton, United Kingdom	<b>2010-2015</b>

## EXPERIENCE

<b>API Development</b>	Implemented both a text summary and a licence API using FastAPI, Docker, Pytest and more. These can be found at my github: <a href="https://github.com/BLedge99">https://github.com/BLedge99</a> .
<b>Game Development</b>	Participated in multiple game jams, implementing a Quake/Source style movement controller, as well as hit-scan shooting mechanics for a 3D multiplayer shooter in the Godot 4 engine. Programmed a 2D local-coop game in the style of "Age Of War".
<b>Splunk and Observability</b>	Certified Splunk Core and Power user, experience deploying a clustered Splunk environment on Google Cloud using Deployment Server, the Deployer, and the Cluster Manager to manage all instances in the topography.
<b>Cribl</b>	Cribl Certified User, experience using Stream, connecting various Sources to various destinations, as well as configuring replays and lookups.
<b>Networking and Web Development</b>	Designed a portfolio and booking website for a personal trainer client, implementing Django with MongoDB and making it easily deployable with docker.
<b>Cloud Computing</b>	Experience deploying multiple projects in both Google Cloud and AWS, as well as educational experience working with Azure.
<b>Sound Design</b>	Composed and collaborated on many scores and effects across various projects. Scores range from orchestral sets to highly experimental soundscapes and have been used in short movies, games, and apps.

## SKILLS

●	Python, Web Development, Java (OOP), Adobe XD, Pandas, Natural Language Engineering, AI (scikit-learn), $\LaTeX$ , Haskell, C++, C (Unity), JS, Node, Docker, Linux, Cloud Computing
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## REFERENCES

<b>Dr Kingsley Sage</b>	Senior Lecturer / Senior Teaching Fellow Associate Dean (Sussex and Surrey Institute of Technology) School of Engineering and Informatics University of Sussex Chichester CI-302 +44 (0)1273 678931 <a href="mailto:khs20@sussex.ac.uk">khs20@sussex.ac.uk</a>
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**Dr Chris Thornton**

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