

# Benjamin Finley

Pittsburgh, PA | [BenFinley.Career@gmail.com](mailto:BenFinley.Career@gmail.com)  
[benfin.dev](https://benfin.dev) | [github.com/BenFin75](https://github.com/BenFin75) | [linkedin.com/in/benfin75/](https://linkedin.com/in/benfin75/)

Motivated recent graduate with experience gathering, managing, and analyzing geographic data and proven talent developing and implementing innovative software solutions. Quick learner practiced in software development technologies and processes, skilled at stakeholder communication and establishing workflows. Demonstrated success assessing user needs to define project requirements and developing engaging applications that exceed expectations.

**Areas of Expertise:** Web Development | Front End Development | Requirements Analysis | Project Planning | Application Design | SDLC & Agile Methodologies | Cross-Functional Collaboration | Issue Resolution

**Technical Proficiencies:** Javascript | React.js | Python | Git | Jest | CSS | HTML5 | SQL | Socet Set | ArcMap | ArcGIS Online | Adobe Illustrator | MS Office Suite | Autodesk Inventor

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## EDUCATION

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### Bachelor Arts in Geology

Bucknell University

2019

Lewisburg, PA

### Web Development Boot Camp

The Odin Project (*remote*)

2022

Pittsburgh, PA

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## PROJECT EXPERIENCE

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**Interactive Hockey Bot ([GitHub](#)):** Deployed Telegram Bot Account to assist users find and share information on NHL stats, scores, and schedules; utilized Python to interact with NHL API to acquire data, and integrated automated messages and team subscriptions to support +15 users across 5 groups.

**Weaving Pattern Generator ([GitHub](#)):** Leveraged Vanilla JavaScript to develop a website to automate tapestry weaving patterns, focusing on implementing simple, intuitive, free, and open-source tools allowing users to manipulate rotations of four color cards to create custom patterns.

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## RELEVANT EXPERIENCE

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**Web Developer, Student** (*remote*), The Odin Project, Pittsburgh, PA

11/2021 – 4/2022

- Gained functional knowledge of application design and software development life cycle, as well as development strategies, principles, and best practices.
- Acquired practical skills in JavaScript, HTML, CSS, React, and Jest, learning front-end development with practice utilizing back-end services, as well as programming techniques and web design paradigms.
- Learned UI/UX design fundamentals, gaining keen appreciation for user needs, simplicity, and engaging interfaces.
- Built and implemented software solutions in individual and group projects, utilizing new programming skills and development methodologies and integrating strong understanding of cloud hosting, BaaS, and RESTful APIs.

**GIS Analyst and Stereo Operator** (*hybrid*), T3 Global Strategies, Pittsburgh, PA

6/2019 – 11/2021

- Utilized ArcGIS to reengineer government transportation baseline database ensuring clarity and accuracy at national mapping firm serving clients including PennDOT and United States Geological Survey.
- Created and edited stereoscopic 3D maps to within 0.1m tolerance of ground level and recognized for excellence with maps presented to clients as examples of quality of final products.
- Authored and presented project status and review reports to senior management, detailing project progress, examining challenges, and identifying areas for future improvements.

**Field Research Assistant**, Bucknell University, Lewisburg, PA

7/2016 – 8/2016

- Collaborated within high-performing team of 5 with 3 lead professors, planning and constructing soil-bentonite slurry wall to shield protected wetland from limestone quarry.
- Installed and monitored geophysical equipment, gathering and analyzing geographic data to examine slurry wall and surrounding land, as well as investigate groundwater flows.