



# BEN HARPER

Full Stack Web Developer

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📍 Tulsa, OK

## EDUCATION

### Diploma of Computer Science and Full Stack Web Development

Atlas School  
2023-present

Bachelor of Arts & Sciences  
University of Oklahoma  
2014

## SKILLS/TECHNOLOGIES

Web Design

Communication

Organization

Problem Solving

Unity/Godot

C/C#/Python/Java Script

HTML/CSS

## LANGUAGE

English

French

## ABOUT ME

I am a full stack developer. I joined Atlas School to further develop my technical skills and learn new skills that will make me a more well-rounded developer moving forward in my career. I value teamwork immensely and I'm very excited to enter the workforce and join and learn from a team of experienced developers. I hope to one day be able to lead a team or teams towards a united purpose.

## WORK EXPERIENCE

○ 2015-2020

From the End Games LLC. | Tulsa, OK

### Lead Programmer/Developer

Lead all elements of design and development for a 2D platformer game called Boogie Bot. This included, game design, coding, architecture, art, animation, finances, marketing, and distribution.

○ 2018-2023

Kreuger Technical | Tulsa, OK

### Software Engineer

Work as a developer on projects using c# and the .net framework

○ April 2023 - present

Atlas School | Tulsa, OK

### Student Tutor

Responsible for aiding new students with conceptualizing and executing on coding tasks, giving live-codings to students before beginning larger projects, and attending professional development trainings.

## PROJECTS

### Boogie Bot

Independent game by  
From the End Games LLC.

Boogie bot is a 2D platformer game developed for steam using the unity game engine.

Lead Programmer/Developer

[Boogie Bot on Steam](#)

### Shell

Unix command  
interpreter

A group project at Atlas School where we created a simplified version of the Linux Shell.

co-developer

[Shell on Github](#)