

Ben Price

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An independent, inventive, technically skilled developer passionate about creative software solutions

Skills

JavaScript/TypeScript + MERN stack, Python, Java, Kotlin, HTML/CSS/SASS,
Git/GitHub/BitBucket/GitLab, OO Design/Modeling and UML, Requirements Engineering,
UI/Graphic Design, Photography/Videography, Adobe Suite, Google Suite, Audio Engineering

Education

Bachelor's of Science in Computer Science, May 2024, Towson University, Towson, MD
Memberships: UPE Honor Society
GPA: 3.868 Cum Laude

Work Experience

Ben Price Co, Baltimore, MD

Owner/Operator (Photographer, Videographer)

09/2013-Present

- Collaborates with a diverse cross-section of clients including weddings, professional services, and performance artists to achieve their desired results
- Handles process end-to-end including managing client expectations, price negotiations, hiring assistants, coordinating with event staff, setting project timelines
- Utilizes industry standard software such as Adobe Lightroom, Photoshop, Premiere Pro, DaVinci Resolve, and Photo Mechanic to produce high-quality deliverables
- Manages multiple high-touch, deadline driven projects concurrently
- Designs and maintains business website and social media to draw in potential clients
- Engages in a continuous process improvement cycle to ensure efficient workflows
- Improved work process by utilizing SSDs, Photo Mechanic, data redundancy, and cloud backups to increase efficiency by over 50%, protect data, and add portability

RedWirez, New York, NY

Recording Engineer/Software QA

01/2008-05/2018

- Collaborated with music industry leaders to create custom speaker samples that allow musicians to easily achieve a consistent sound whether in the studio or on stage
- Utilized tools such as Visual Studio, MatLab, Cakewalk, Adobe Audition, Logic, and Powershell to develop and test mixIR3, a software plugin for digital audio workstations which allows users to select speaker samples with a clean and intuitive GUI
- Performed technical quality assurance and design on playIR, a guitar effects pedal which loads speaker samples onto a guitar signal
- Acted as a subject matter expert to advise key stakeholders on technical specifications
- Identified inefficiencies, then took ownership of and redesigned work processes by using task automation and batch processing to increase efficiency by 65%
- Utilized critical listening skills to create xml presets of the best-sounding effects settings to help users achieve their ideal sound

Projects

MojoMut - *Mutation Testing Tool for Mojo Language*

Python/Mojo/C/Linux/Docker

Led a five-member team to create the first mutation testing tool for the Mojo programming language. Managed project success by dividing work into five sprints and assigning tasks and user stories to the team with Trello. Resulted in a working tool which identifies weaknesses in tests, allowing for improvement in software quality.

BudgetBest - *Personal Budgeting App*

JavaScript/React.js/Firebase

Led a four-person team to create a personal budgeting app using React, Bootstrap, Node, and Firebase. Delivered product on time despite the truncated seven-week timetable.

PixelPulse Arcade - *Unity Web Games App*

JavaScript/React.js/Express/MongoDB/WebGL

Led a seven-member team to create a web app for playing Unity games. Designed and coded a seven-page, unique, pixel-aesthetic UX/frontend for the site, managed Git repo and taught team members how to use Git. Delivered functioning product, meeting a deadline of three months featuring four Unity-based WebGL games and one HTML5 game.

MoodMarker - *Mood Diary Android App*

Kotlin/Android Studio/Jetpack Compose/Room

Worked on a team of three to create an Android app to track one's mood, featuring inter-app connection as well as using a RESTful API to retrieve zen quotes when a negative mindset threshold is reached. Managed merge conflicts on four branches and delivered a fully-functional product in three months.

LC/LQ Automation - *AI Requirements Classification*

Python/Jupyter Notebook

Led a four-person team to create a tool for training LLM AI to classify requirements statements for language quality issues.

Crystal Version * - *Game Boy ROM Hack*

Z80-like assembly/Tilemap Editing

Created a new, improved version of a classic Game Boy Color game to learn assembly. Designed and scripted 10 new maps and 100+ new characters, and linearized the difficulty curve from the imbalanced original game to improve gameplay. Product was completed and released January 2024.