

Ben Price

bpricedev@gmail.com
bpricedev.com • github.com/b-price

An independent, technically skilled developer passionate about creative software solutions

Skills

JavaScript/TypeScript + MERN stack, Python, Java, Kotlin, HTML/CSS/SASS, SQL,
Git/GitHub/BitBucket/GitLab, Wordpress, 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

Data Annotation Tech, Remote

AI Verification Tech, Software

08/2024-Present

- Utilizes specialized coding skills including Python, Java, Web Development, and algorithm design to train cutting-edge AI models on programming tasks

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
- Designs and maintains business website and social media to draw in potential clients
- 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
- 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%

Projects

Ideal Strings - *Full-Stack Stringed Instrument Web App* TypeScript/React/MongoDB/Express

Designed an algorithm to analyze a musician's instrument and chosen tunings to calculate the ideal string set for that instrument. Implemented a complete web app around it using modern frameworks such as React, Tailwind, MongoDB, Clerk, and Vercel. Deployed and launched publicly.
<https://idealstrings.bpricedev.com>

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. Used Docker containerization to overcome environment compatibility issues. Resulted in a working tool which identifies weaknesses in tests, allowing for increased software quality.

Tempo Overlap Calculator - *Audio Tool Web App* TypeScript/React/HTML/CSS

Designed an algorithm from the ground up to calculate where different tempos overlap in music and suggest new tempos based on user inputs. Created a simple web app interface and launched the site publicly. <https://bpricedev.com/tempo-overlap-calculator/>

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.