# Benjamin Kitson

## Full-Stack Software Developer

https://github.com/benjaminkitson  |  troopl.com/benjaminkitson

London, United Kingdom  |  07435 212020  |  benjaminkitson13@gmail.com

## PROFILE

A former chemical engineering and music student, I discovered coding with JavaScript in January 2021 and within days was totally hooked! As a self-proclaimed coding challenge addict and enthusiastic problem solver, I love any opportunity to learn and apply new technologies and skills to real-world projects. After working with Ruby on Rails during my Le Wagon web development bootcamp, I turned my attention back to JavaScript, and have since dedicated every possible moment to building apps with Node.JS, Express and React.

## KEY SKILLS

- JavaScript / TypeScript
- Node.JS
- React (inc. Hooks)
- Redux
- Ruby
- Ruby on Rails
- MongoDB / Mongoose
- SQL & Relational Databases
- TDD (Jest)
- CSS / Sass
- Heroku
- Git / GitHub

## EDUCATION

**Le Wagon – Web Development Boot Camp**                                 **2021**

**BIMM – Professional Musicianship (BA), 1st Class Honours**        **2017 - 2021**

**University of Bath – Chemical Engineering (HNC), 2:1**              **2015 - 2016**

**Sevenoaks School: International Baccalaureate, 41 points**        **2007 - 2014**

Higher Level: Mathematics (6/7), Physics (7/7), Chemistry (7/7)
Standard Level: Economics (7/7), English (6/7), French (6/7)

## PROJECTS

Below are summaries of the projects I have completed or am currently working on that I have found the most rewarding:

### Pokédex API
- A Pokédex API and accompanying web app, built on a Node.JS backend and React
- Users of the API can access JSON data about Pokémon for use in their own projects
- The web app is built using the latest React features, including hooks and the context API, and allows users to select a Pokémon and view information about it from the Pokédex API.

### Tic-Tac-Toe
- A web-app allowing the user to play Tic-Tac-Toe, either against the computer or a second user
- Built using a React frontend, using Webpack and SCSS
- Features a basic AI written in JavaScript inside React that allows the computer opponent to evaluate the state of the game, and make decisions that both actively pursue victory and defend against defeat by the user

### WordIn't
- A clone of Wordle!
- A Node.JS backend randomly generates a new word every three hours and sends it to the users as JSON, along with some auxiliary timing data
- Planned additions include the generation of statistics about the user's games, in a similar manner to the original game

### Snake Web-App
- A version of the timeless classic game Snake, built with only vanilla JS, HTML and CSS
- A real test of problem-solving skills – deducing how to simulate the movement of the snake with only CSS class switching via JavaScript was a real challenge at the time
- Future updates to this include incorporating the existing code into a Node.JS project, implementing an arcade-style leader board system where users can view the high scores

The code for these projects and others can be found at https://github.com/benjaminkitson.

## EXPERIENCE

**Numberfit – Volunteer JavaScript Developer**　　　　　**January 2022 – Present**
- Working as part of the development team to build and improve upon their product
- This position has provided me with valuable experience working with a 'foreign' codebase, both in a collaborative capacity and in a self-driven one that lets me take real ownership of my contributions

**The Parallax Effect – Independent Music Project**　　　　　**2016 – Present**
- A solo progressive metal studio project, in which I am sole writer and producer
- Over the course of working on music for this project, I have developed an in-depth understanding of DAW-based music creation, specifically with Logic Pro X
- Released a series of demos onto streaming services, with a view to continuing creating and releasing music in the future

**Le Wagon - Web Development Boot Camp**　　　　　**October 2021 – December 2021**
- Developed proficiency in JavaScript, Ruby, HTML and CSS; studied relational databases and SQL; and ultimately attained the skills to code web applications from scratch using Ruby on Rails
- Coded both a full clone of AirBnb and an original web application, FlexBox, working in an agile development team for each

**Ski Hame - Chalet Host**　　　　　**December 2019 – March 2020**
- Hosted a chalet in a team of two, looking after groups of up to 10 people each week
- Valuable experience working in an intense environment, providing a high-quality service to clients expecting a luxurious and highly professional experience

**CSO Technik - Assistant Engineer**　　　　　**January 2015 – March 2015**
- Worked as an assistant engineer, supporting other engineers where necessary and working as a member of a team in a professional environment
- Managed several projects, providing quality customer service to clients; communicating with colleagues; and coordinating contractors to meet the project outcomes as efficiently as possible