Benjamin Walker

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About Me

Following a successful decade-long career in the music industry, in which I produced music, ran record labels, promoted a series of live events and performed across the world, I took the decision to retrain as a software engineer. I want now to pursue my passion for problem solving and technology, and I have developed my skills around these interests with a focus on frontend technologies and well-crafted code.

I'm currently working as a developer in a freelance capacity, and I'm keen to find an environment where I can function as part of a team and learn from those around me. I'd like to bring the knowledge I gained from my music industry career, such as strong communication skills and client facing experience, to a role as part of a bigger organisation. I take pride in my work and achieving goals, and I'm confident in my ability to perform in high pressure situations.

Experience

Ormside Projects lead developer October 2022
I designed and built the website for arts and event space Ormside Projects. The build requirements were for the site to be quick to update with new event listings, and expandable as their business grew. To meet these requirements, I utilised GatsbyJS, Typescript, GraphQL and Contentful CMS technologies. I delivered a website that the client can rely on with confidence for its performance, scalability and security.

CYLNDR lead developer April 2022
I designed a web app for advertising agency CYLNDR. The web app linked the API's of the different workflow services, such as Google Sheets, Ganttic and Dropbox, to combine the separate tasks that employees were required to perform into one task. The result of combining the tasks was a more reliable and secure workflow. The app increased productivity which allowed employees to focus on other tasks.

No Symbols / Mistry label owner & events promoter January 2012 – December 2021
I successfully ran two independent record labels and a club night, managing the production, distribution and promotion of releases and events myself. The focus of my work was creating hybrid sounds to push the boundaries of electronic music and providing unique experiences for audiences. My record labels focussed on promoting new artists, to help facilitate their artistic practice and advance their careers.

Once Upon A Time Senior Production Planner June 2017 – April 2020
I was responsible for project managing high value physical music products and maintaining strong relationships with clients. I delivered the projects on tight deadlines to meet global distribution schedules. Notable clients: BMG, Universal, Sony Music.

A bit more about me…

I enjoy travelling to new places and meeting new people. My favourite place to travel to is Italy, and I have spent some time living in Southern Italy, learning the language and experiencing authentic Italian culture.

I'm a big sports fan and follow a wide range of sports. What I enjoy most about sport is seeing how athletes solve problems in high pressure situations, and how they deal with setbacks and losses.

Skills

Front End:

JavaScript, TypeScript, HTML, CSS, React, Svelte, GraphQL, Material UI, Styled Components

Back End:

Node.js, Auth0, Serverless Functions

Other:

C++

Version Control:

Github

Dev X:

Firebase, Netlify, Contentful

References
Available on request.