Benjamin Douglas



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https://bentdoug.github.io/

Summary

I am studying Computer Science, Theater Technology and Design, as well as Economics at Ursinus College. I am passionate about my fields of study and enjoy tirelessly working towards a goal and making it a reality. I am interested in finding new ways to implement advances in Computer Science throughout our daily lives, economics, as well as the theatrical industry. I'm currently searching for exciting opportunities that will enable me to learn and gain experience in the fields I am so passionate about.

I posses skills in Computer Science (C++, Object-Oriented Programming (OOP), and Java), have hands on experience in theatrical technology and production, and am an avid cyclist with customer service experience as a salesman and mechanic in the cycling industry.

Experience



Event Technician

Ursinus College

Aug 2020 - Present (5 months +)

As an Event Technician at Ursinus College, I am responsible for the set up and facilitation of many of the technology and equipment needed for the many events that take place on campus. These can range from smaller presentations and club events to larger more campus wide events such as live concerts, shows, and awards events. Outside of working events, Event Technicians manage the upkeep and maintenance of the Kaleidoscope Performing Arts Center and often participate in the hanging, focusing, and other preparation needed for the events taking place there.

Bicycle Mechanic | Salesperson

Montclair Bikery

Jan 2016 - Present (5 years +)

Throughout my time at the Montclair Bikery, I have grown into the dual role of Salesperson and Mechanic. I have experience in both sides of the business and am able to bounce between the two roles when needed in order to ensure a positive and swift customer experience.

Sound Technician

Ursinus College

Sep 2020 - Nov 2020 (3 months)

Worked on the creation of Foley Sound Effects for the Ursinus Theatre radio play productions of Company of Wolves and Puss & Boots.



Crew Chief

Bloomfield High School

Jun 2019 - Jun 2020 (1 year 1 month)

During my senior year with the Bloomfield High School Stage Crew, I was given the role of Crew Chief. This came with the added crew related responsibilities of;

- Having a full understanding of the current production
- Managing the crew
- Delegating crew responsibilities
- Educating crew members on skills needed to fulfill their roles
- Ensuring on time completion of all needed tasks
- Attending all technical rehearsals and performances
- Solving any tech or crew related issues that came to light

Production Crew

Bloomfield High School

Sep 2016 - Jun 2020 (3 years 10 months)

Throughout my time on the Bloomfield High School Stage Crew, I gained a lot of experience working on eight major productions as well as many smaller events throughout the years. I have worked as build crew (set-building), running crew(backstage crew), lightboard operator, soundboard operator, and assistant sound designer. I also spent a year as crew chief organizing the work that needed to be done and delegating appropriately to ensure on time completion.

Assistant Sound Designer

Bloomfield High School

Sep 2018 - Dec 2018 (4 months)

I worked as Assistant Sound Designer on The Bloomfield High School production of Julius Caesar. In this role I was responsible for finding suitable music and sound effects for the show as well as creating the cue stack in Q-lab.

Education



Bachelor of Science, Computer Science 2020 - 2024

Bloomfield High School

2016 - 2020

Skills

English • C++ • Java • Computer Science • Object-Oriented Programming (OOP) • QLab • ETC Consoles

Honors & Awards

Eagle Scout - Boy Scouts of America Aug 2018

Social Justice Scholar - Ursinus College

Aug 2020

The Social Justice Scholarship is given to five students each year who are identified as "pillars in the social justice community, passionate about making an impact, and possess a fervent desire to better the world around them."