

# Ben Swanson

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## Summary

A self-motivated software developer, with a strong understanding of web development. A quick learner, looking to join a fun, creative, and challenging environment to fulfill my passion for technology.

## Technical Skills

<b>LANGUAGES:</b>	JavaScript, Swift 3, Python, SQL, Bash, HTML5, CSS3
<b>LIBRARIES/FRAMEWORKS:</b>	Angular, Django, Socket.io, Node.js, Express.js
<b>DATABASES:</b>	MongoDB/Mongoose, MySQL, SQLite, Firebase, Coredata
<b>OTHER:</b>	Git, GitHub, jQuery

## Software Development Experience

**Coding Dojo** – *Full Stack Software Development Trainee*

**October 2016 – February 2017**

An immersive, 4 month software development program focusing on web development and learning how to develop in front and back end in the MEAN Stack, Django/MySQL, and iOS.

### **PROJECTS:**

**Snail Fantasy** – *iOS App*

A Role-Playing-Game for iOS devices. An ongoing, creative, collaborative project with a team of 3. My main contributions were in setting up and implementing Firebase with AdMob, Coredata implementation, and code refactoring to use class-based organization, in addition to various contributions throughout the app. Technologies used: Xcode, Swift 3, Coredata, Firebase

**Food++** – *Django App*

A web app to connect food donors with food banks. A collaborative project with a team of 3, built in 3 days, winning first place in Coding Dojo's Thanksgiving Hackathon. My main contributions were in database setup and queries, and displaying data in embedded HTML. Technologies used: Django, SQLite, Google Maps API

## Education

**Coding Dojo** – *Full Stack Software Development*

**October 2016 – February 2017**

Highest honors (Black Belts) in MEAN Stack, iOS, and Python

**University of Idaho, Lionel Hampton School of Music** – *B.Mus., Composition*

**September 2011 – May 2016**

Music composition, trombone

## Other Work Experience

**Icicle Seafoods** – *Shipyard Assistant*

**2012 – 2013**

Prepared a fish-processing vessel for a season, renovated antique machines for museums, drove large trucks and forklifts, and interacted with companies doing business with Icicle Seafoods on a daily basis.

**University of Idaho Theater Dept.** – *Sound Board Engineer/Sound Designer*

**Spring 2014**

Engineered and produced all sounds in the production of "The Cherry Orchard". Operated the soundboard for all 8 showings of the production.

**Vandal Marching Band** – *Sound Engineer/Sound Designer*

**Fall 2015 Season**

Worked with the halftime show composer and director to create sounds that augmented the band's shows. Performed each show's sounds, integrating with the stadium's sound system.