

Benjamin Swanzey

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EDUCATION

Computer Science B.S.

Washington State University, School of Electrical Engineering and Computer Science

Expected 2025

Pullman, WA

Arts & Sciences A.S.; GPA: 3.4

Bellevue College

Transferred 2022

Bellevue, WA

SKILLS

JavaScript, NodeJS, React, React Native, CSS, Tailwind CSS, HTML, Firebase, Wordpress, Figma

WORK EXPERIENCE

Web Development Contractor

University of California, Los Angeles

Remote

Jun 2022 – Current

- Designed and prototyped website wireframes and high fidelity mockups in Figma for desktop and mobile view.
- Created a responsive multi-page React website using Tailwind CSS and NextJS that follows accessibility guidelines.
- Deployed a headless content management system using Wordpress with a custom theme that allows for straightforward content updates, per their requirements.
- Initiated and coordinated meetings for weekly design reviews, and collaborated with UCLA's IT department.
- <https://tinyurl.com/3hhzhfm5>

Barista

Starbucks

Pullman, WA

May 2022 – Current

- Demonstrated excellent customer service in a fast-paced environment, received frequent accolades for a positive demeanor and strong work ethic.
- Coordinated with team members to achieve the fastest drive-thru time in the district, which prompted admiration from Starbucks corporate headquarters in Seattle.
- Utilized product sampling and other upselling techniques to create more sales opportunities by exposing customers to additional products.

Web Development Contractor

University of California, Los Angeles

Remote

Aug 2020 – Jan 2021

- Created a multi-page HTML5 website utilizing the Bootstrap design framework, prioritizing ease of extensibility.
- Collaborated with the head of UCLA's quantum physics department and a student designer to publish an HTML5 website from scratch.
- <https://www.cqse.ucla.edu/>

PROJECTS

Scout Automation Suite – Automated Android Workflows *Self-Motivated Project*

- Created a library for building automated Android workflows using text detected on screen instead of accessibility ids.
- Wrote a REST API for detecting text in a given image using Tesseract Optical Character Recognition and with preprocessing in Python OpenCV to increase accuracy.
- Designed a microservice architecture Docker-Compose mono repo to perform Android automations on a schedule
- <https://github.com/swanzeyb/scout>

Recreated Battleship Game with ASCII Graphics in C *Class Project*

- Created a game scene manager using higher-order functions to mutate and display the game state in real-time.
- Added OSX support by conditionally compiling OS specific functionality to allow reading single characters from the standard input buffer, which is not permitted by default on OSX.
- <https://github.com/swanzeyb/CptS121/tree/main/PA6>