Benjamin Spooner

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[LinkedIn](#) | [GitHub](#) | [Website](#)

PERSONAL STATEMENT

Following a 15yr career as a business owner, offering music/audio services, I transitioned into pastures new. I up-skilled in web development before securing a place on a competitive Hyperion Dev Software Engineering & Data Science bootcamp, competing against 20,000 other applicants. I am now looking to join a company where I can add value to a dynamic team and grow in this field.

TECH STACK

Html | Css | Javascript | Typescript | React.js | Python | SQL | Git | Jupyter Notebook | and Python libraries such as NumPy | Pandas | etc.

PROFESSIONAL EXPERIENCE

Music and Audio Specialist
Self employed business, September 2008 - Present
- Produced original compositions, edited post production and designed sound using industry-standard software for a range of clients inc. branded content for travel company Kuoni, fashion company Studiowinkler and wellness YouTube channels.
- Composed music and sound for a suite of short films, one of which won three awards and was nominated for the Audience Award at the British Animation Awards.
- Taught music privately and examined students for RSL & Yamaha across all of their instruments and syllabi, consistently achieving high student marks and satisfaction rates.
- Performed high quality session performances nationwide for a range of artists inc. Joy Crookes, Gabrielle Aplin and Shaw Thing Artist Management.

PROJECTS

Software Engineering & Data Science Bootcamp, *HyperionDev*
- Built clean and efficient programs using Python and Visual Studio Code.
- Extracted valuable insights by interacting with databases to solve real-world problems.
- Effectively communicated complex data insights to both technical and non-technical stakeholders through clear visualisation techniques.
- Developed predictive models using supervised and unsupervised learning, applying key machine learning and AI concepts such as Simple Linear Regression and NLP.
- Successfully identified patterns in data that led to actionable outcomes.

Web Development & Software Engineering, *Personal projects*
- Designed and produced a responsive portfolio website with optimal viewing on various devices, including both desktop and mobile.
- Constructed an on-going retro game arcade using Html5 canvas and Javascript to improve upon my game programming abilities.
- Created a digital piano education book prototype using, integrating numerous coded SVG diagrams for enhanced visualisation.

EDUCATION

HyperionDev
Software Engineering & Data Science, Scholarship funded by the DoE
- Predicted grade is 100%.

University of Hertfordshire
MSc Music and Sound for Film and Games
- Distinction.