Benjamin Wakefield

Available July 2023   Boston, MA   (860) 681-2326   ben@benwakefield.dev

A fervent passion for elegant programming and human-centric design drives my professional endeavors. I continually seek opportunities to innovate, learn, and make an impact on the digital world by harmonizing pragmatic code with boundless creativity.

Skills

Languages	Python | Java | JavaScript | TypeScript | C++ | C# | SQL | Ruby | Elixir
Frameworks	Angular | Next | Express | Flask | Unity | Rails | Phoenix
Libraries	React | jQuery | Jest | Lodash | Bootstrap | NumPy | TensorFlow
Tools	Visual Studio Code | Vim | Git | Jira | Netlify | Heroku | AWS | Firebase

Education

Sep. 2018 – Apr. 2023	**Northeastern University** – Boston, MA **Cumulative GPA:** 3.50 *Bachelor of Science in Computer Science and Music Technology* **Coursework:** Software Engineering, Object–Oriented Design, Web Development, Algorithms, Computer Systems, Database Design, Human Computer Interaction, Generative Game Design, Music Technology Capstone

Experience

Jul. 2021 – Mar. 2023	**IT Specialist** – Massachusetts Health Connector • Managed vital AWS cloud infrastructure (EC2, S3, Lambda, WorkSpaces). • Successfully upgraded and deployed on-site infrastructure, resulting in improved network performance and reliability. • Led the optimization of an extensive SQL inventory database, significantly improving data accuracy and accessibility. • Seamlessly migrated critical support services from SpiceWorks to ServiceNow, enhancing service delivery and user satisfaction. • Designed and launched an intuitive web portal, boosting user engagement and streamlining service requests.

Projects

Portfolio *Mar. 2023 – Present*	Developed a personal web portfolio. (benwakefield.dev) • Angular • TypeScript • Netlify
Covey.Town *Feb. 2023 – Apr. 2023*	Implemented new features in an existing codebase with a team of four, adhering to an agile development cycle. (coveytown.benwakefield.dev) • React • Jest • Jira
DeepDeadNet *Jan. 2023 – Apr. 2023*	Designed, built, and deployed web application that enables users to generate music in the style of the Grateful Dead with AI. (deepdead.net) • Python • Flask • TensorFlow
Pip's Quest *Feb. 2022 – Apr. 2022*	Conceptualized, programmed, and tested a video game with procedurally generated content using genetic algorithms and NEAT. (pip.benwakefield.dev) • Python • Pygame