

Benjamin Wakefield

Available June 2023

Boston, MA

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A fervent passion for elegant programming and human-centric design drives my professional endeavors. I continually seek opportunities to innovate, learn, and impact 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 Spring 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
- Spring
- TensorFlow

Pip's Quest

Feb. 2022 –
Apr. 2022

Conceptualized, programmed, and tested a video game with procedurally generated content using genetic algorithms and NEAT.

- Python
- Pygame