

# Benjamin Alexander

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## Education

### Columbia University

B.A. Computer Science (in progress)

### Community College of Baltimore County

A.A.S. Information Technology (Summo Cum Laude)

### Maryland Institute College of Art

B.F.A. Film and Video

## Personal Projects and Contributions

### Art.js

A javascript library for artist portfolios.

### Pony.py

A web scraper for the news aggregate app, PonyExpress, using python and selenium.

### Garrett & Hansworth: Kid Detectives

A point and click adventure game in GDScript.

### Public404.com

An internet sandbox configured as a LEMP stack.

### Hobbits

Bit-analysis software in C++. I contributed a hex editor plugin.

## Profile

I am a software developer and graphic artist. I have experience in software development, tech support, and broadcast television.

## References

### Dr. James A. Braman

Professor

### Adam Nash

Lead Developer

### Marsha Roarke

Supervisor

## Skills

Java	Python	JavaScript	C++	PHP
Windows	Mac	Linux	HTML	SQL
Postgres	MongoDB	Docker	React	Godot
Qt	XCode	Android SDK		

## Work Experience

### University of Maryland

June 2022 - Present

Research Assistant

### Kobotoolbox

October 2021 - Present

Web Developer

### Software Magic and Rainbows

May 2021 - October 2021

Coding and Development Intern

### Cactus Games

February 2015 - Present

Artist and Developer

### Ccbc Tv

September 2012 - February 2015

Video Editor

### Baltimore County Public Schools

September 2013 - February 2015

Substitute Teacher

\*Phone numbers provided upon request