

# Ben Swanson

Software Developer

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## Technical Skills

**LANGUAGES:** JavaScript, Swift 3, Python, SQL, Bash, HTML5, CSS3  
**LIBRARIES/Frameworks:** Angular, Django, Socket.io, Node.js, Express.js  
**DATABASES:** MongoDB/Mongoose, MySQL, SQLite, Firebase, CoreData  
**OTHER:** Git, GitHub, jQuery

## Projects

**Done For** – *Browser-based game: donefor.bentswanson.com*

- A choose-your-own-adventure game, built with the MEAN Stack.
- A solo project implementing a custom game “engine” to handle the player traveling to different locations, taking different actions, and time-based events.
- Showcases code revision, creativity, and my ability to work effectively, alone.
- Technologies used: MongoDB, Express, Angular, Node.

**Javascript30** – *Vanilla JavaScript Education: js30.bentswanson.com*

- 30 days of vanilla JavaScript projects.
- Given a wireframe or basic concept, build a small project or demonstrate a concept using only vanilla JavaScript.
- Shows self-motivation, dedication, ability to program without frameworks/libraries.
- Technologies used: HTML, CSS, JavaScript

**Food++** – *Django App*

- A web app to connect food donors with food banks.
- A collaborative project with a team of 3, built in 3 days, winning first place in Coding Dojo’s Thanksgiving Hackathon.
- My main contributions were in database setup and queries, and displaying data in embedded HTML.
- Technologies used: Django, SQLite, Google Maps API

## Education

**Coding Dojo** – *Full Stack Software Development*

October 2016 – February 2017

Highest honors (Black Belts) in MEAN Stack, iOS, and Python

**University of Idaho, Lionel Hampton School of Music** – *B.Mus., Composition*

September 2011 – May 2016

## Work Experience

**Icicle Seafoods** – *Shipyards Assistant*

2012 – 2013

**University of Idaho Theater Dept.** – *Sound Board Engineer/Sound Designer*

Spring 2014

**Vandal Marching Band** – *Sound Engineer/Sound Designer*

Fall 2015 Season