

Benjamin Swanzey

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EDUCATION

<u>Computer Science B.S.</u> Washington State University, School of Electrical Engineering and Computer Science	<i>Expected 2026</i> Pullman, WA
<u>Arts & Sciences A.S.; GPA: 3.4</u> Bellevue College	<i>Transferred 2022</i> Bellevue, WA

SKILLS

JavaScript, NodeJS, React, React Native, CSS, Tailwind CSS, HTML, Firebase, Wordpress, Figma

WORK EXPERIENCE

Web Development Contractor Remote
University of California, Los Angeles *Jun 2022 – Current*

- Designed and prototyped website wireframes and high fidelity mockups in Figma for desktop and mobile view.
- Created a responsive multi-page ReactJS website using Tailwind CSS and NextJS that follows accessibility guidelines.
- Deployed a headless content management system using Wordpress with a custom theme that allows for straightforward content updates, per their requirements.
- Initiated and coordinated meetings for weekly design reviews, and collaborated with UCLA's IT department.
- <https://tinyurl.com/3hhzhfm5>

Barista Pullman, WA
Starbucks *May 2022 – Current*

- Demonstrated excellent customer service in a fast-paced environment, received frequent accolades for a positive demeanor and strong work ethic.
- Coordinated with team members to achieve the fastest drive-thru time in the district, which prompted admiration from Starbucks corporate headquarters in Seattle.
- Utilized product sampling and other upselling techniques to create more sales opportunities by exposing customers to additional products.

Web Development Contractor Remote
University of California, Los Angeles *Aug 2020 – Jan 2021*

- Created a multi-page HTML5 website utilizing the Bootstrap design framework, prioritizing ease of extensibility.
- Collaborated with the head of UCLA's quantum physics department and a student designer to publish an HTML5 website from scratch.
- <https://www.cqse.ucla.edu/>

PROJECTS

Upload Work Schedule to Google Calendar - App *Self-Motivated Project*

- Created a React Native app that converts a photo of the users work schedule to entries in their Google Calendar.
- Integrated Google Vision API with Firebase Functions to find work shifts in the photo of the user's work schedule.
- Added user authentication with Google Single Sign-On to authenticate and upload shifts to the user's calendar.
- <https://github.com/swanzeyb/schedule-app-rn#readme>

Recreated Battleship Game with ASCII Graphics in C *Class Project*

- Created a game scene manager using higher-order functions to mutate and display the game state in real-time.
- Added OSX support by conditionally compiling OS specific functionality to allow reading single characters from the standard input buffer, which is not permitted by default on OSX.
- <https://github.com/swanzeyb/CptS121/tree/main/PA6>