

Benjamin Grifka

SOFTWARE ENGINEER

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DRIVING SOFTWARE DEVELOPMENT

Results-oriented B.S. in Computer Science with demonstrated expertise using programming skills, problem-solving, and cutting-edge technology to write clean code and develop software. Collaborates well with others to develop creative solutions.

TECHNOLOGIES & SKILLS

Programming Languages: Python | Java | JavaScript | HTML/CSS | C/C++/C# | SQL | Prolog
Frameworks & Systems: Data Structures | Compilers | Computer & System Architecture | Git | Unity | Algorithms
Communication: Verbal | Written | Presentations | Documentation | Complex Concepts | Problem Solving

EDUCATION

Bachelor of Science in Computer Science | California State University, Northridge – Northridge, CA 2023

CERTIFICATIONS

Artificial Intelligence A-Z 2024: Build 7 AI + LLM & ChatGPT | Udemy Expected May 2025
A+ | CompTIA Expected April 2025
[The Complete Python Bootcamp From Zero to Hero in Python](#) | Udemy July 2024
[Learn SQL](#) | Codecademy July 2023

SOFTWARE EXPERIENCE

DEVELOPER | **[FRAZE](#)** – Personal Project Sep 2024 – Present

- Developing Fraze, an innovative AI-augmented development protocol that bridges natural language and programming through recursive resolution patterns.
- Implemented self-updating documentation systems and AI-powered issue reporting to streamline development workflows.

DEVELOPER | **WEATHERNET SIMULATOR** – Personal Project Aug 2024 – Present

- Developed a web dashboard for managing IoT weather stations using Balena, integrating MQTT, InfluxDB, and Grafana for real-time data visualization.
- Implemented full-stack features including geolocation mapping and over-the-air firmware deployments.

DEVELOPER | **[REVIEW ME](#)** – Build with Claude Contest June 2024 – July 2024

- As part of a team, developed Review Me, an AI-powered GitHub action providing rapid, detailed code reviews to enhance the human review process.
- Worked to implement automation of the review process, unit testing, and logging, as well as resolving other issues.

SOFTWARE DEVELOPER | **LEGO 3D PRINTING TEAM** – CSUN Coursework Sep 2022 - May 2023

- Collaborated across 5-person team to design, build, and write code for a modified 3D printer to read a file, pick up LEGOs, and build a LEGO design from the file.

DEVELOPER | **COMPILER & LANGUAGE DESIGN** – CSUN Coursework Jan – May 2023

- Part of a 2-person team that wrote the transpiler to convert Prolog to JavaScript.

DEVELOPER | **DISEASE TRANSMISSION SIMULATOR** – UC Davis Coursework, Peer Assist May 2023

- Created a contagious disease transmission simulator with specific constraints.

DEVELOPER | **BATTLESHIP GAME** – CSUN Coursework Aug – Dec 2021

- Created a computerized 3D version of the Battleship game in Unity, created the game logic, and implemented shaders and particle effects.

EMPLOYMENT EXPERIENCE

STORE ASSOCIATE, IN-HOUSE TECHNICAL SUPPORT | UPS Store – Los Angeles, CA Apr 2021 - Present