# BENJAMIN E. JONES

[Portfolio](#)

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GitHub

I'm a creative developer who thrives on turning complex problems into elegant, efficient solutions. As a fast learner and dedicated hard worker, I pick up new technologies quickly, streamline workflows, and automate repetitive tasks. I write clean, maintainable code, build tools that make life easier for users, and expand my skills through constant experimentation.

## Projects

**SHOP SALES AUTOMATION**  (AutoHotkey • Windows Desktop)

- Scripted full keyboard/mouse automation for MYOB "job" field entry, slashing 3 hrs/day of manual work to < 10 min
- Implemented clipboard parsing, row-count checks, and UI-lag retries for 100% accuracy over 1,000+ transactions
- Saved the team ~200 labour hours in month one

**BLOBBY RING GENERATOR**  (JavaScript • Three.js • WebGL)

- Developed a 2D→3D generative-art tool leveraging marching-cubes and real-time GLSL shaders
- Designed a custom GUI and live STL export pipeline for seamless 3D-printing
- Optimized GPU mesh generation to maintain 60 FPS

**PLANIT**  (Swift • iOS • UIKit)

- Built a planet-themed task & calendar app syncing Canvas LMS with native Reminders
- Crafted custom UICollectionView layouts and gesture-driven sorting interfaces

**SPACE MONKEYS**  (C# • Unity)

- Co-developed a 4-level elemental platformer in a 4-person team over 12 weeks; nominated for the 2025 UTS Games Showcase
- Demoed to Riot Games & MSI developers & staff, receiving praise for innovative and challenging level design.

## Skills

**Languages:** C#, JavaScript (ES6+), Python, Java, SQL

**Frameworks & Engines:** Unity, Three.js, React, Node.js, PyTorch

**Tools & APIs:** n8n, Clay, MYOB, Chrome Extensions API, AutoHotkey, Git, Docker, Core Data, Microsoft Suite

**Hardware & Automation:** Arduino (hardware + firmware), sensor integration, and prototyping

## Awards

**Selected for UTS Tech Fest: Games Showcase Qualifier** — *Space Monkeys* (2025)

**Received 100% Grade + Lecturer Commendation** — *Blobby Ring Generator*, Final Interactive Media Project (2024)

**Experience**

**AI & Automation Intern**

*Adiona Tech | Aug 2025 – Present*

- Developed an automation script and web interface for a charity that reduced a 5-hour manual Excel task to 2 seconds.

- Built a universal dashboard integrating Tasker (Android), n8n, Firebase, and React to unify notifications and daily ops for executives.

- Engineered multi-platform lead-enrichment pipelines using Apollo, Clay, and PhantomBuster to collect, clean, and enrich contact data.

- Automated AI-generated outreach campaigns with tailored messages and dynamic follow-ups to improve response rates and conversion.

**Office Assistant**

The Pool Centre Sydney | Dec 2021 – Present

- Transcribe service-tech paper cards into MYOB with 99 % accuracy and handle customer emails, calls, and direct-debit processing.
- Automated "shop sales/sixes" calculations and multi-step print routines, cutting ~ 3 hrs/day of manual work to < 10 min.
- Built daily service-run schedules in Excel and consolidated inventory from store, warehouse & 20+ trucks into a single master spreadsheet for EOFY stocktake.

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**Education**

- Bachelor of Computing Science (Major in Interaction Design)
- University of Technology Sydney | 2022 – Present

**Higher School Certificate**

- St Augustine's College | 2016 – 2021

**References available upon request.**