

Ben Maslen Developer Designer

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I'm a young graduate looking to make a difference in the world, a serious Mac OS X user and developer working with both desktop and web technologies.

I have experience in working with **C, C++, Flash AS3, Objective-C, PHP, HTML and CSS.**

Experience

Programmer / Brainjuice + INCOMUM Design / Rio De Janerio

Working with whatever technology is needed for the situation.

Whether this is RubyCocoa for Brainjuice's flagship application:

[Blogo](#), writing [games](#) in the appstores top 100 in **objective-C/C++**

for the iPhone, writing **Flash AS3 websites**, creating semantic **HTML**

for clients or learning a new language in order to communicate.

Programmer / Fab Spider / Halifax UK

Creating large (1000+ pages) **PHP** websites working mainly with

modx. Created internal tools, notably a local Twitter-like system for

keeping internal logs using **objective-C**.

Projects

For my dissertation I wrote a C++ application to turn Guitar Hero controllers into musical synthesizers.

I'm an active member in the iPhone games developer community.

I release a lot of iPhone game source code. Also [in print](#).

I've written extensive [wordpress plugins](#), [extended cocoa apps](#) and created a few of my own.

I'm in a [brutal techno punk](#) band.

Small talk

I do design for print and the web, my [portfolio](#) is online. My personal [home page](#) and [blog](#) note almost everything I've done over time.

I graduated from Hull University, 2007 in Computer Science. It was

cool, I enjoyed it. I've climbed a chunk of [Everest](#).

I aim high.

[home/design portfolio/twitter/flickr/delicious/uimeo](#)