

Ben Whitfield

Senior Full-Stack Software Developer

ben@whitfield.dev | Oklahoma City, OK | whitfield.dev | [github](https://github.com/benwhitfield) | [video introduction](https://www.youtube.com/watch?v=Qm8v8v8v8v8)

US citizen | Remote or onsite | Will relocate

Senior full-stack developer with five+ years building and shipping production software end-to-end. React/TypeScript front ends, Node.js and Python/ML back ends, deployed across web, Chrome extension, iOS, and Android. Shipped a SaaS product to paying subscribers on three app stores. Shipped with applied ML/AI to production.

TECHNICAL SKILLS

Frontend: React, TypeScript, JavaScript, Tailwind CSS, TanStack Query, Vite, Chrome Extension APIs

Backend: Node.js, REST APIs, Python, Firebase (Auth, Firestore, Cloud Functions, Security Rules), Google Cloud Storage

Cloud & DevOps: Google Cloud Run, Docker, CI/CD — Google Cloud and Firebase experience maps directly to AWS (ECS/Fargate, Lambda, DynamoDB, S3)

AI/ML: Model training (PyTorch, FastPitch, HiFi-GAN), ML data pipeline (collection, cleaning, processing), MLOps / model deployment (containerized inference on Cloud Run)

Mobile: Capacitor (iOS + Android), custom native plugins (Swift, Kotlin), StoreKit 2, Google Play Billing

Payments & Analytics: Stripe, PostHog

Testing & Tooling: Git, Playwright, Vitest

LLM / GenAI: Large Language Models, Generative AI, LLM Integration (Anthropic API), Prompt Engineering

Other: Unity/C#

EXPERIENCE

Full-Stack Developer (Founder) — Reazy LLC

2022 – Present | Oklahoma City, OK | [Reazy Landing Page](#) | [Reazy Technical Story](#)

- Built and shipped a cross-platform text-to-speech SaaS — 500+ users, paying subscribers, live on Chrome Web Store, Google Play, and Apple App Store
- Architected the full stack in React + TypeScript (web + Chrome extension) with a Node.js/Python REST backend — single cross-platform codebase via Capacitor (iOS + Android)
- Trained and deployed custom text-to-speech voice models (FastPitch + HiFi-GAN architectures, PyTorch) as a containerized inference API on Google Cloud Run
- Deployed on Google Cloud Run with Docker; engineered cold-start mitigation and scaling
- Unified three billing systems into one entitlement model — Stripe (web), StoreKit 2 (iOS), Google Play Billing (Android)
- Built a custom native audio engine in Swift and Kotlin — replacing off-the-shelf plugins with gapless sentence-to-sentence playback, lock-screen controls, background playback, and call/alarm interruption handling across iOS and Android
- Sole developer: architecture, full-stack, ML pipeline, payments, analytics, and deployment

Independent Game Developer

2021 – 2022 | Self-employed | [Show Reel](#)

- Full-time game development with Unity and C#
- Full development lifecycle: ideation, game design, user testing, testing ad creatives with Meta

Economist — US Air Force (Civilian)

Aug 2017 – Apr 2021 | Pentagon, Washington DC

- Developed custom cost index for ICBM modernization program in coordination with field program offices
- Data-driven decision support for senior defense leadership

Operations Research Analyst — US Air Force (Civilian)

May 2011 – Aug 2017 | Tinker Air Force Base, OK

- Quantitative analysis, decision support modeling, and briefing senior leadership
- Civilian of the Year — Tinker AFB — top performer among 26,000+ employees at Oklahoma's largest single-site employer

EDUCATION

Master of Science in Information Technology — University of Oklahoma (2014–2015)

Management Information Technology

Bachelor of Business Administration — University of Central Oklahoma (2007–2012)

Operations & Supply Chain Management | Minor: Finance