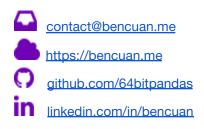# Ben Cuan

Hello! I am a student software developer pursuing an education in Computer Science and Psychology who is currently seeking an internship in software engineering. Recently, I've been involved in teaching, full stack engineering, and game development.

contact@bencuan.me

https://bencuan.me

github.com/64bitpandas

linkedin.com/in/bencuan

Education

University of California- Berkeley

August 2019 to May 2023 | Berkeley, CA | GPA: 3.93

Current 2nd year undergraduate at UC Berkeley double majoring in Computer Science and Psychology.
Selected courses: Data Structures (CS 61B), Data Science (Data 100), Probability (Stat 140), Information Systems (EECS 16B)

Organizations: Open Computing Facility (OCF), CS Mentors, Bay Area Scientists in Schools (BASIS)

Experience

CS61A Course Staff

August 2020 to Present | UC Berkeley | cs61a.org

- Course tutor for CS61A (Structure and Interpretation of Computer Programs), taught in Python, Scheme, SQL
- Led 4 small-group tutorial sections every week for ~20 students total
- Other teaching experience at UC Berkeley includes tutoring via CS370 (CS pedagogy course) and CS Mentors (CS61B, Data Structures in Java)

Open Computing Facility - DeCal Head Facilitator / Staff Member

August 2019 to Present | UC Berkeley | decal.ocf.io

- Head Facilitator for faculty-sponsored, student-run course on Linux System Administration (CS 198-008)
- Developed lab materials for topics including: shell scripting, config management, Linux post-installation
- Managed course infrastructure to support 80 students per semester: updated website templating via Jekyll, VM provisioning
- As OCF staff: implemented site type checking, improved Prometheus server monitoring via Grafana visualizations

LaunchHacks - Lead Organizer

June 2018 to April 2019 | Cupertino, CA | launchhacks.bananium.com

- Directed a team of 10 to organize a hackathon for approximately 100 high school students
- Main developer for LaunchHacks website (launchhacks.bananium.com)
- Managed over $5500 in funding from corporate sponsors

Projects **> For more information, please visit my site at bencuan.me**

Trackversal | github.com/BananiumLabs/Trackversal

Current full-stack developer for the Trackversal project, a highly affordable hybrid Bluetooth-GPS tracking device. Created the mobile app (React Native) and backend infrastructure (Node.js, MongoDB).

Frontend Web Development | bencuan.me

Primary contributor to websites for LaunchHacks and BananiumLabs (bananiumlabs.com); contributed to the OCF website (ocf.io) and OCF Decal (decal.ocf.io).. Involved in major refactor efforts, including reducing BananiumLabs site load time by >3 seconds.

Game Development | 64bitpandas.itch.io

Participated in several Game Jams and published five small-scale games (Bullet Sanctum, C:\ONVERGENCE, It's Rude To Point, Bullet Heaven, Eggmageddon). Current member of Hexcaliber Games (github.com/hexcaliber-dev), a small indie game studio.

Skills

Languages: C#, Java, HTML/CSS/Sass/JS/TS, Python, SQL, Bash, Scheme
Frameworks/Technologies: Node.js, React, Eleventy, Unity, NumPy, Linux, Flask, JQuery, MongoDB, Socket.io