






# Ben Cuan

I am a student software developer pursuing an education in Computer Science and Psychology. I am an aspiring full stack engineer who enjoys developing responsive user interfaces in a variety of applications, including websites and games.

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## Education

### University of California, Berkeley

August 2019 to Present | Berkeley, CA

Current 2nd year undergraduate. Intended Computer Science and Psychology double major in the College of Letters and Science.

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

**Teaching:** CS370 one-on-one tutor, CS61A academic intern, Data 8 lab assistant

## Experience

### Open Computing Facility - DeCal Head Facilitator / Staff Member

August 2019 to Present | UC Berkeley | [ocf.io](https://ocf.io)

Oversees lesson planning and logistics for the Linux Sysadmin DeCal, a student-run crash course on server, network, and systems engineering. As staff, I have contributed to the website, Prometheus monitoring, and more: [github.com/ocf](https://github.com/ocf)

### LaunchHacks - Lead Organizer

June 2018 to April 2019 | Cupertino, CA | [launchhacks.tech](https://launchhacks.tech)

Directed a team of 10 to organize a hackathon for approximately 100 high school students. Managed funding from corporate sponsors, designing a website from scratch, and coordinating logistics such as catering and venue reservation.

## Projects

### Frontend Web Development | [bencuan.me](https://bencuan.me)

Main contributor to websites for LaunchHacks and BananiumLabs; contributed to the MVRT website ([mvrt.com](https://mvrt.com)) and OCF website ([ocf.io](https://ocf.io)); more projects are showcased on my portfolio website, [bencuan.me](https://bencuan.me).

### Game Development | [64bitpandas.itch.io](https://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 Trisagion Games ([github.com/trisagion-games](https://github.com/trisagion-games)), a small indie game studio.

### Hackathon Projects | [devpost.com/64bitpandas](https://devpost.com/64bitpandas)

Attended 12 hackathons where I developed impactful software and hardware projects such as CarrotCane, an affordable cane attachment for the visually impaired, and AudiSea, a virtual reality audio visualizer; four of my projects won awards. Although I frequently use hackathons to experiment, my team role generally involves integrating the frontend with the backend.

## Skills

### Web Based Technologies

JavaScript and TypeScript

HTML5, CSS/Sass

React.js

Node.js

JQuery

Flask

### Video Game Design

Unity (C#)

AFrame/WebVR

Blender

PixiJS

### Course Experience

Java (CS 61B - Data Structures)

Python (CS 61A)

NumPy and SciPy (Data 100,

EECS 16B, Stat 140)

R (Psych 101)

## Awards

### 1st Place at TinoHacks

April 2018

### 4th Place at MenloHacks

March 2018

### 4th Place at Pioneer Hacks

March 2018

### Best Website at Firebird Hacks

November 2017