

Ben Cuan

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



hello@bencuan.me



https://bencuan.me



Cupertino, CA



github.com/64bitpandas



linkedin.com/in/bencuan

Education

University of California, Berkeley

August 2019 to Present | Berkeley, CA

Currently in 1st year. Intended Computer Science and Psychology double major in the College of Letters and Science. GPA: 4.0

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

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

Bananium Labs - Director of Operations

November 2017 to December 2019 | Cupertino, CA | bananiumlabs.com

Co-founded and supervised two computer development projects at Bananium Labs, a 501(c)(3) nonprofit organization with the purpose of providing educational and monetary resources to aspiring developers.

LaunchHacks - Lead Director

June 2018 to April 2019 | Cupertino, CA | launchhacks.tech

Directed a team of 10 to organize a hackathon for approximately 200 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

Main contributor to websites for LaunchHacks, Bananium Labs, and 2TBS; contributed to the MVRT website (mvrt.com) and OCF website (ocf.io); more projects are showcased on my comprehensive portfolio website, bencuan.me.

Game Development

Participated in several Game Jams and published three small-scale games (It's Rude To Point, Bullet Heaven, Squadron Dragon). Current member of Trisagion Games, a small indie game studio (github.com/trisagion-games)

Hackathon Projects

Attended 10 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.

Skills

Web Based Technologies

JavaScript and TypeScript
HTML and CSS
React
Node.js
jQuery
Flask

Video Game Design

Unity (C#)
AFrame/WebVR
Blender
PixiJS

Course Experience

Java (CS 61B - Data Structures)
Python (CS 61A)
NumPy (Data 8)

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