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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https://bencuan.me

Cupertino, CA

github.com/64bitpandas

linkedin.com/in/bencuan

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. GPA: 3.9/4.0

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

Experience

Teaching Roles
January 2020 to Present | UC Berkeley | cs61a.org // cs61b.bencuan.me

I am currently a course tutor for CS 61A (Structure and Interpretation of Computer Programs). In the past, I have been a tutor in CS 370 (Teaching Computer Science), and a lab assistant in 61A and Data 8 (Intro to Data Science).

Open Computing Facility - DeCal Head Facilitator / Staff Member
August 2019 to Present | UC Berkeley | ocf.io

Oversee 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

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. 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
Main contributor to websites for LaunchHacks and BananiumLabs (bananiumlabs.com); contributed to the OCF website (ocf.io). More projects are showcased on my website, bencuan.me.

Hackathon Projects | 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.

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 Trisagion Games (github.com/trisagion-games), a small indie game studio.

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)

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