

# Benjamin Bravo

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## EDUCATION

### University of Pittsburgh

Aug. 2022 – May 2026

*Bachelor of Science in Computer Science, Certificate in Digital Media*

*Pittsburgh, PA*

**Relevant Coursework:** Data Structures • Algorithms • Web Site Development • Software Engineering • Programming Languages for Web Apps • Database Management Systems • Assembly Language

## EXPERIENCE

### Front End Developer Intern

Jun. 2025 – Sep. 2025

*Boxer Investments • ExoDrive*

*Rockville, MD*

- Engineered and implemented key front-end features for a luxury exotic car rental platform using TypeScript and JavaScript.
- Integrated responsive front-end components with Supabase and SQL backend services, ensuring seamless data transmission for bookings and user profiles.
- Improved code quality by managing Git feature branches, deploying to Vercel for testing, and actively participating in peer code reviews.

### Computer Science Peer Tutor

Jan. 2024 – Present

*University of Pittsburgh*

*Pittsburgh, PA*

- Mentored 3+ students weekly in foundational computer science courses, covering languages such as Java and Python.
- Guided students in debugging code and tracing logic errors leading to improved assignment scores and greater student confidence.
- Adapted teaching methods for a diverse group of learners, simplifying abstract topics like Object-Oriented Programming.

### Programming Teacher

Jun. 2023 – Aug. 2023

*TIC Technology & Athletics • Georgetown Day School*

*Washington, DC*

- Instructed classes of up to 31 students in core programming principles using Python, Java, and JavaScript, enabling the successful completion of technical course projects.
- Designed and implemented engaging, project-based games to reinforce fundamental concepts, improve student comprehension, and boost overall motivation.
- Fostered a highly collaborative environment that strengthened students' problem-solving abilities, critical thinking, and teamwork skills.

## PROJECTS

### Leagueback | C# • TypeScript • .NET • Supabase • Riot API • Edgeview

May 2025 – Present

- Developed a C# and .NET desktop application with a TypeScript front-end to provide League of Legends players with advanced match analysis.
- Engineered an algorithm to classify match outcomes (e.g., "Impact Win," "Guaranteed Loss") by analyzing in-game statistics, offering insights beyond traditional KDA metrics.

### Ben's Course Planner | Python • Tkinter

Dec. 2024 – Jul. 2025

- Developed a full-featured desktop academic planner using Python and the Tkinter GUI framework to help students organize and track their coursework.
- Engineered a dynamic drag-and-drop interface for course management, allowing users to intuitively schedule classes across multiple semesters and years.

## TECHNICAL SKILLS

### Languages

Java • Python • C • C# • SQL • JavaScript • TypeScript • HTML/CSS • R

### Frameworks

React • Node.js • Next.js • Flask • JUnit • Tkinter

### Databases

Supabase • PostgreSQL • SQLite

### Developer Tools

Git • GitHub • Docker • VS Code • Visual Studio • Eclipse • Vercel

### APIs

Riot API • Fitbit API • Gemini API • GitHub API • TikTok API