Benjamin Yi

UNDERGRADUATE · COMPUTER SCIENCE

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Education

Brooklyn College   *Brooklyn, NY*

B.S. IN COMPUTER SCIENCE   *Aug. 2016 - PRESENT*

Relevant Courses   Data Structures   Software Engineering
                        Algorithms   Database Systems
                        Theoretical Computer Science Operating Systems
                        Artificial Intelligence   Computer Architecture
                        Robotics   Modeling & Simulation

Skills

Languages   Python, Java, C, Swift, Objective-C, Ruby, JavaScript
Tools   Git, Xcode, Ruby on Rails

Experience

Undergraduate Security & Privacy Researcher   *Lowell, MA*

UNIVERSITY OF MASSACHUSETTS - NATIONAL SCIENCE FOUNDATION   *May 2016 - Jul. 2016*

- Tested and proofread a thesis for a hacking mechanism which bypassed graphical user passwords by sniffing unencrypted data from a Bluetooth mouse and using the trajectories to replay the movements of the password.
- Refined an APK called PEK: Privacy Enhanced Keyboard for a scrambled Android keyboard by committing several UI changes in the source code written in Java using Android Studio.

Extracurricular Work

J.P. Morgan Chase "Code For Good" Hackathon   *Brooklyn, NY*

TEAM MEMBER - iOS   *Oct. 2016*

- Designed an application within 24 hours for the non-profit organization, Eden II, that supports the autistic community through extracurricular programs for children as well as adults.
- Improved capabilities in a team environment by communicating with three newly acquainted team members to organize project roles and by learning proper workflow technique in a team environment using Git.
- Designed and built the front-end of an iOS application in Objective-C which allows Eden II caregivers to record common incoherent words said by clients into a database built by a team member, which provides unique dictionaries for each client.

Too Many Cooks - Web Application

TEAM MEMBER - RUBY ON RAILS

- Designed and built a restaurant management system using Ruby on Rails.
- Composed a system design report detailing use cases and requirements.
- Built a front-end which provided users with a control panel based on their roles, limited to manager, cook, delivery personnel, and customer.
- Designed several UI components and controls including menus for customers, order summaries for delivery personnel, and employee management panels for managers.
- Implemented a back-end to hold data such as employee roster, order lists, and registered customers.

Gemini - iOS Mobile Game

DEVELOPER - iOS

- Architected and built a single-player puzzle game using Objective-C and Xcode based on a Mahjong tile matching game with a slow tempo similar to Solitaire.
- Engineered game logic to update game graphics without additional dependencies or frameworks such as SpriteKit.
- Implemented rules according to the original game which include matching and movement limitations.
- Ported original Objective-C codebase to Swift4.