Benjamin Yi

UNDERGRADUATE · COMPUTER SCIENCE

193 Bay 17th Street Brooklyn, New York 11214

☐ 646.784.0102 | ✉ benjamin.yi18@bcmail.brooklyn.cuny.edu | 🏠 benjyi.github.io | github.com/BENJYI

Summary

Computer science undergraduate at Brooklyn College. Expected to graduate by May 2020. Basic experience using Java, Python, and C/C++ for course work. Experience using Objective-C and Swift using Xcode and the Cocoa framework to build a few mobile applications. Minimal work experience as an intern for security and privacy research for modern devices. Hoping to learn new sets of skills to help mature as a developer or engineer and eventually develop a long-term relationship with a company as a software engineer.

Education

Brooklyn College   *Brooklyn, NY*

B.S. IN COMPUTER SCIENCE   *Aug. 2015 - PRESENT*

- Relevant Coursework: Data Structures, Algorithms, Operating Systems, Software Design, Computer Architecture, Digital Systems, Theoretical Computer Science, Modeling & Simulation, Programming Paradigms, Software Engineering

Skills

Languages   JavaScript, Python, Objective-C, Java, Swift, Rails

Tools   Git, Github, Xcode, NodeJS, ReactJS

Work Experience

Undergraduate Security & Privacy Researcher   *Lowell, MA*

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

- Tested and debugged an extra-safe android keyboard.
  Briefly, an android package which added a keyboard with randomly placed keys.
- Analyzed the performance of hijacking a Bluetooth mouse in order to retrace the trajectories of a user's mouse inputs.
- Tested the accuracy of retracing trajectories for graphical passwords for authentication systems such as Microsoft's Picture Password.

Projects & Activities

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

FRONTEND DEVELOPER - IOS   *Oct. 2016*

- Tasked to design an application within 24 hours for a non-profit company, Eden II. Eden II is an organization that supports the autistic community through various programs extracurricular programs.
- As a team of four members, designed a mobile application to help staff determine incoherent words by recording the audio and defining it with an image.
- Designed and built the front-end of the application using the Cocoa framework and then integrated the back-end produced by teammates.

Too Many Cooks - Web Application

FULLSTACK - WEB APPLICATION

- Designed and built a food delivery system as a final project for a course, "Software Engineering".
- Wrote and edited a basic system design report to detail entity-relationship models and use cases.
- Built a Rails front-end to show a proper interface for customers to create orders, chefs to produce orders, delivery personnel to deliver orders, and managers to manage their restaurant. /item Built a Rails back-end to manage the entity models such as restaurants, chefs, customers, and orders.

Gemini - iOS Mobile Game

FRONTEND - IOS

- Designed, architected, and programmed a puzzle game in which the goal is to clear a grid of Mahjong tiles following a set of specific rules.
- Ported Objective-C codebase to Swift 4.