Benjamin **Yi**

STUDENT · UNDERGRADUATE

193 Bay 17th Street Brooklyn, New York 11214

📱 (646) 7840102 | ✉ benamin.yi18@bcmail.brooklyn.cuny.edu | 🏠 www.xy.zzz | 🐙 BENJYI

Summary

Current Co-founder & Software Engineer in start-up company PLAT Corp. 5+ years experience specializing in backend/infrastructure, web development and computer security. Super nerd who loves Vim, Linux and OS X and enjoys to customize all of the development environment. Interested in devising a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

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 a form of digital keyboard security - an android package which installed digital keyboard with randomly placed keys.
- Analyzed the performance of mouse hijacking in order to retrace graphical passwords for various graphical authentication systems such Microsoft's "Picture Password" login interface.

Projects & Activities

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

FRONTEND DEVELOPER - iOS   *Oct. 2016*

- Tasked to design an application for a non-profit organization, Eden II, a center which supports the autistic community through various programs, with randomly chosen teammates within a 24 hour period.
- Designed and built the frontend of an iOS application to connect speech files with recognizable images, in order to help faculty members determine certain incomprehensible words.

Too Many Cooks - Web Application

FULLSTACK - WEB APPLICATION

- Designed and built a food delivery system as a final project in software engineering.
- Organized a system design report to detail entity-relationship models and extensive use cases for a system of managers, cooks, and customers.
- Created a Ruby onRails web application which would allow customers to order food, cooks to cook ordered food, and for managers to manage a restaurant.

Gemini - iOS Mobile Game

FRONTEND - iOS

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