

Benjamin Yi

UNDERGRADUATE · COMPUTER SCIENCE

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Summary

Computer Science undergraduate at Brooklyn College. Expected to graduation date of May 2020. Experience using Java, Python, and C/C++ for course related activities. Experience using Objective-C and Swift using Xcode and the Cocoa framework for personal side projects. Hoping to advanced technical knowledge through practical means and to ultimately mature as student into an 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, C/C++, 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.
- The keyboard was build as an android package which provided a custom keyboard which randomized key placements.
- Analyzed the performance and accuracy 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 which would allow the Eden II staff to determine incoherent words by recording the audio and defining spoken word with an image, providing a reference for future interactions.
- Designed and built the front-end of the application using the Cocoa framework and integrated a back-end of test audio files and images produced by teammates.

Too Many Cooks - Web Application

FULLSTACK - WEB APPLICATION

- Designed and built a food delivery system as a final project for a software engineering course.
- Wrote and edited a basic system design report to detail entity-relationship models and use cases.
- Built a Rails front-end to provide users with appropriate interfaces, allowing customers to create orders, chefs to produce orders, delivery personnel to deliver orders, and managers to manage their restaurant.
- 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 with the goal of clearing a grid of tiles following a set of specific rules.
- Ported Objective-C codebase to Swift 4.