Benjamin Yi

UNDERGRADUATE · COMPUTER SCIENCE

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

Education

Brooklyn College   *Aug. 2016 - Dec. 2019*
B.S. IN COMPUTER SCIENCE   *GPA: 3.7*

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

Gemini, Personal Project
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.

CISC3171 Software Engineering Group Project
FULLSTACK - 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.