

Present:  
1751 Broadview Ln.  
Apartment 523  
Ann Arbor, MI, 48105

# Ben Reeves

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## OBJECTIVE

To find an energetic, collaborative workspace where I will be fully able to apply my uniquely gifted skill set and allowed to work freely.

## EDUCATION

**University of Michigan** Ann Arbor, Michigan  
Class of 2018, B.S.E. in Computer Science, 3.80 GPA

EECS 281: Data Structures & Algorithms  
EECS 388: Computer Security  
EECS 482: Operating Systems  
EECS 485: Web Systems

## SKILLS

8 years programming experience  
3 years paid software development experience  
Highly proficient in C++, JavaScript, Node.js  
Proficient in Python, Matlab, Java, C#, Git  
Extremely fast learner; skilled at puzzle-solving



## EXPERIENCE

**University of Michigan Transportation Optimization Lab** — Ann Arbor, Michigan **Sep. 2015 — Present**

*Lead Visualizations Programmer / Full-Stack Developer*

- Developed a full-stack, Dockerized system for data collection using Java Spring, Redis, Node.js, and MongoDB that currently faces 40,000 users.
- Wrote native Android location-tracking code for the official University of Michigan mobile app.
- Designed and programmed more than 15 types of geospatial data visualization using Cesium.js.
- Trained other lab members on how to use Cesium.js.
- Wrote numerous Node.js scripts to process and analyze parking and transportation data.
- Collaborated with senior developers to integrate a web-based UI with our distributed backend system.
- Prepared compelling video demos to present to important decision-makers.

**Lou Malnati's Pizzeria** — Naperville, Illinois

**Jul. 2014 — Aug. 2015**

*Delivery Dispatcher*

- Independently developed an Android application to double the efficiency of dispatching delivery orders.

## PERSONAL PROJECTS

**JoyfulNoise Synthbox** — DIY Analog Music Synthesizer

**Apr. 2017 — Present**

- Studied analog electronics in order to design and build a hardware analog synthesizer from scratch.

**asIDE** — Homemade Assembly IDE

**Mar. 2016 — May 2016**

- Used the Qt C++ library to write a cross-platform IDE text editor with syntax highlighting and autocompletion.

**"Bengine" Game Engine**

**Feb. 2015 — Aug. 2015**

- Gained knowledge of 3D computer graphics in OpenGL/C++ by coding a home-made 3D game engine.