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

Ben Reeves

bgreeves@umich.edu
(630)-730-3444

Permanent:
2384 Bennington Ct.
Naperville, IL
60565

Website: https://bgr360.github.io
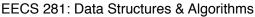**GitHub**: https://github.com/bgr360

OBJECTIVE

To find an energetic, collaborative workspace where I will be fully able to apply my uniquely gifted skill set and deliver useful products to the company.

EDUCATION

University of Michigan   Ann Arbor, Michigan
December 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.