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

## Ben Reeves

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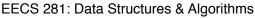
#### **OBJECTIVE**

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



## **EDUCATION**

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



EECS 388: Computer Security EECS 482: Operating Systems EECS 485: Web Systems





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.





