Benjamin D. Adams

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Linked-in | Github.com/badams1 | Availability: January – August 2025

Education

Northeastern University, Boston, MA	Aug 2022 – Present
Khoury College of Computer Sciences	Expected June 2026
Candidate for Bachelor of Science in Computer Science	GPA 3.6/4.0

Coursework: Object-Oriented Design, Algorithms and Data, Fundamentals of Computer Science 1 & 2

Discrete Structures, Database Design, Linear Algebra, Data Science, Game Studio

Walt Whitman High School, Bethesda, MD	Aug 2018 – June 2022
Activities: Varsity Rowing, Weightlifting, Band	GPA 4.4/4.0

Computer Knowledge

Languages: Java | Python | JavaScript | SQL | HTML | DrRacket | LaTeX | JSON

Systems: Windows 10,11 | MacOS | Linux | Apple iOS | AWS

Tools: GitHub | git | VsCode | IntelliJ | Eclipse | NodeJS | JiraX | Pandas | NumPy

Work Experience

Snipp Interactive

Software Engineering Intern   Jan – Jun 2024

- Implemented software for digital marketing, loyalty and rewards programs
- Developed an API which takes poorly formatted CSV product lists and reformats them into a format usable by Snipp's internal systems. Uses ChatGPT API prompts and schemas to reformat the product list data
  - Skills: *AWS Cloud9, NodeJS, OpenAI API, AWS S3*
- Created a REST API using LibPostal's NodeJS library, normalizing location information for users worldwide
  - Skills: *ExpressJS, Open-Source Libraries, AWS EC2, AWS Cloud9*
- Built a custom UI for navigating, uploading, tagging, and deleting assets in S3 connected to a CDN. Allows non-technical users to add assets directly to AWS infrastructure without developer input
  - Skills: *HTML, CSS, Vue 3, AWS S3, AWS Cloud9*

References available upon request

Projects

Battleship AI – Java, IntelliJ, GitHub   June 2023

- Developed a fully functioning AI which intelligently plays the game Battleship
- Utilized JSON to implement server functionality to play versus other programs
- Implemented JUnit testing to ensure testing which covered > 90% of the code

Maze Game – Java, Eclipse IDE   March 2023

- Created a Java-based interactive maze game capable of generating mazes of various sizes
- Implemented Kruskal's algorithm to create random mazes
- Allows the player to solve the given maze using breadth-first or depth-first search

Weekly Planner App – Java, IntelliJ, GitHub   July 2023

- Designed an interactive calendar that allows users to view, plan, and edit their weekly schedules
- Implemented task management, allowing users to create tasks, set deadlines, and manage priorities

Interests & Achievements

Interests: Weightlifting | Cooking | Coding | Game-Design | Gaming | Comfy–Sweatshirts

Achievements: Piano recital at Carnegie Hall N.Y. | Cloud9 Esports