

Benjamin Catania

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EDUCATION

Cornell University

Faculty of Computing and Information Science

Bachelor of Science in Information Science | Minor: Computer Science

Ithaca, NY

GPA 4.1

Expected 2023

RELEVANT COURSEWORK

- **Completed:** Object-Oriented Programming and Data Structures, Discrete Structures, Functional Programming, Linear Algebra, Statistics, Calculus II, Web Design & Programming
- **Will be Completed by Internship:** Machine Learning, Computer Vision, Multivariable Calculus, Data Science, Computer System Organization and Programming, Natural Language Processing

RELEVANT EXPERIENCE

VOOM

Software Engineering Intern

Tel Aviv, Israel

May 2020 - Aug. 2020

- Utilized OpenStreetMap, PostgreSQL, and internal Skywatch API to render hazard data for real-time drone insurance pricing
- Automated process of identifying discrepancies between policy sales and payments received using Pandas, Stripe, and Azure
- Developed calculator for insurance premiums based on real-time environmental conditions and user data using Angular, Tornado, Logging, SQL, MongoDB, OpenWeatherMap, and Google Maps

Eaton Corporation

Crouse-Hinds Analyst

Syracuse, NY

May 2020 - Aug. 2020

- Programmed 3 VBA macros to automate data retrieval, sorting, and manipulation from SAP to improve sales team efficiency
- Employed Power BI, M, and DAX to program reports and dashboards for sales team to effectively understand product data

RELEVANT PROJECTS

Marketing Bot Service

Owner/Developer

Syracuse, NY

May 2020 - Present

- Developed LinkedIn Sales Navigator bot using Python and Selenium to acquire targeted leads based on keywords for Fairfly
- Built Discord bot utilizing Tkinter, Selenium, and threading to gain sales leads for CassCaps
- Implemented YouTube bot using Requests to drive sales traffic for 3 startups across 2 industries

Yoomi

Founder/CEO

Ithaca, NY

Sept. 2020 - Present

- Developed physical therapy platform that utilizes computer vision to provide real-time exercise form feedback to patients
- Created minimum viable product utilizing React, Firebase, and MoveNet to raise funding for final product development

Chess Game

Developer

Ithaca, NY

Mar. 2021 - May 2021

- Produced chess game in OCaml to enable multiplayer games as well as games against a chess AI
- Implemented chess AI using minimax algorithm to allow for varying degrees of engine difficulty

Smith College Tableau Research

Developer

Northampton, MA

Apr. 2021 - May 2021

- Formulated recursive algorithm for math PhDs to quickly find and analyze specific matrices in Young Tableau partial orders

SKILLS & INTERESTS

- **Technical Skills:** Python, Java, VBA, OCaml, JavaScript, React, Angular, Azure, HTML, CSS, SQL, Tornado, MongoDB, Power BI, Figma, Google Analytics, Microsoft Office
- **Honors and Awards:** HackNC 2020 – First Place Healthcare Track, Second Overall | FHIR @hack 2021 – Second Overall | Digital Ag Hackathon 2020 – Finalist | Dean's list Fall & Spring 2019, 2020 | Birthright Excel Fellow
- **Interests:** Chess, Table Tennis, Squash, Day Trading, Lifting, Soccer, Distance Running, Gaming