

Ben Maisel

benmaisel.com | benmaisel2025@u.northwestern.edu | 847.910.2512 | www.linkedin.com/in/ben-maisel-093a7a240

EDUCATION

Northwestern University

B.A. in Computer Science

Cumulative GPA: 3.77/4.0 | Dean's List | ACT: 35

Evanston, IL

Expected June 2025

London School of Economics

International Relations Summer Certificate

Foreign Policy | Digital Platforms

London, England

Summer 2023

Crescent School

High school Diploma

95%+ Average | Honor Roll

Toronto, Canada

Graduated 2020

WORK EXPERIENCE

Pepticom

Research Laboratory Intern

Jerusalem, Israel

Jan 2021- May 2021

- Spearheaded quality assurance efforts for two cutting-edge synthetic peptide vaccine candidates targeting COVID-19, ensuring rigorous testing, validation and accelerating the lab-to-market development of these peptides.
- Assisted in the testing process of the effectiveness and stability of multiple computer generated peptide molecules.
- Provided assistance as needed for in office tasks such as business intelligence operations and marketing campaigns.

Camp Walden

Program Director

Toronto, Canada

Jun 2021- Aug 2021

- Organized multi-faceted, age appropriate programs daily, for a summer camp program of 550+ campers.
- Coordinated a team of 200+ staff members to ensure smooth operations and consistent, clear communication.
- Developed stronger understanding of organizational challenges involved with large scale, complex projects.

PROJECTS

Cloud Based Multi-tiered Photo App

SQL, Python, Javascript (node.js)

- SQL database backend hosted and maintained by Amazon Web Services RDS. Application hosted on EC2.
- Client side programming done in Python, to create a smooth interface for users to interact with the application.
- Server side programming done using Node.js with Javascript ensuring scalability and application security.

Scrolling Rhythm Game

C++

- Developed an interactive rhythm-based game using C++ that challenged players' timing and coordination skills.
- Created visuals and animations for the game using the base C++ programming library and a basic game engine
- Coded backend components such as controller mappings and the game model using the base C++ programming library

SKILLS

- Skills: SQL, Python, Pandas, MongoDB, Numpy, Matplotlib, Seaborn, BeautifulSoup, Selenium, Boto3, Javascript, Node.js, Express, AWS SDK, C, C++, Racket, DSSSL2, Microsoft Excel, Microsoft Word, HTML, CSS
- Languages: English — Native | Hebrew — Proficient | French — Proficient
- Interests: Hockey, Tennis, Traveling (20+ Countries), Canoe Trips, Sustainable Cloud Computing, Sci-Fi

Website

- Visit my website to learn more about me and my work!
- URL : <https://www.benmaisel.com>