

# Benjamin Darnell

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## WORK EXPERIENCE

### Graduate Research Assistant

School of Computing, UIUC

*Sept. 2022–Present*

*Urbana, IL*

- Developing techniques to train AI code generation models for low-resource programming languages, with applications in IT automation and agriculture.
- Co-authored [An Empirical Comparison of Code Generation Approaches for Ansible](#), presented at InteNSE '24 (ACM/IEEE).

### Graduate Teaching Assistant

School of Computing, UIUC

*Sept. 2023–Jan. 2024*

*Urbana, IL*

- CS 421: Developed course material, graded papers, and tutored students in advanced Compilers course.

### Undergraduate Research Assistant

UCSB Programming Languages Lab

*June 2020–March 2022*

*Santa Barbara, CA*

- Created [Sootty](#), an open-source data visualization tool for hardware simulations.
- Contributed to a paper on hardware synthesis: [Control Logic Synthesis: Drawing the Rest of the OWL](#)
- Developed automatic practice-problem generation tools for CS education tools. Presented research poster at [RACA-CON '20](#).

### Undergraduate Teaching Assistant

Department of Computer Science, UCSB

*Jan. 2020–Dec. 2021*

*Santa Barbara, CA*

- Provided one-on-one support for students in upper-division Data Structures and Algorithms classes, led review sessions, graded assignments.

### Software Engineering Intern

Jobvite, Inc.

*June–Sept. 2019*

*San Mateo, CA*

- Built integration testing framework for Jobvite's Candidate Scheduling interface with Selenium webdriver.
- Automated QA testing suite for web interface.

### Software Engineering Intern

Baobab Studios

*May–Sept. 2018*

*Redwood Shores, CA*

- Performed QA testing and automated audio/video conversion for Unity VR experience.

## EDUCATION

### University of Illinois at Urbana-Champaign

M.S., Computer Science (Expected 2026)

*2022–Present*

### Technion, Israel Institute of Technology

International Student Exchange Program

*March–Aug. 2022*

### University of California, Santa Barbara

[College of Creative Studies](#)

B.S. with Highest Honors, Computing

*2018–2022*

## TECHNICAL SKILLS

**Programming:** Python, C/C++, Rust, Java, Ruby, OCaml, JavaScript, HTML/CSS

**Tools:** Git, Docker, LaTeX, Unix Shell

**Additional skills:** Problem-solving skills, team collaboration, organization

**Relevant Courses:** Data Structures & Algorithms, Formal Languages, Parallel Programming, Computer Architecture, Computational Geometry, Compilers, Operating Systems, Runtime Systems, Scalable Web Systems.

## LEADERSHIP AND SERVICE

### Mentor, Google Summer of Code

Free and Open Source Silicon Foundation

*Summer 2022*

- Supervised two college students in developing and releasing an open-source CLI-based waveform viewer.

### Director, SB Hacks

UC Santa Barbara's inclusive, student-run hackathon

*2020–2021*

*Santa Barbara, CA*

- Led a team of fifteen organizers to plan and execute a large-scale virtual hackathon.
- Oversaw logistics including budget management, virtual venue coordination, catering planning, website development, and outreach.