

Ben Glass

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EDUCATION

James Madison University, Harrisonburg, VA

Expected Graduation: May 2026

Major: Bachelor of Science: Computer Science

Minor: General Business

GPA: 3.93

Academic Honors: President's List: Fall 2022, Fall 2023, Spring 2024, Fall 2024, Spring 2025. **Dean's List:** Spring 2023

TECHNICAL SKILLS

Coding Languages: Java, Python, C, Ruby, Haskell, Rust, JavaScript, HTML, CSS

Other Skills: P5JS, SCRUM, Git and GitHub, Pandas, NumPy, Jupyter, APIs, Blender, Unreal Engine 5, 3D Printing

EXPERIENCE

ManTech, Supporting the Marine Corps Warfighting Laboratory (MCWL)

Stafford, VA

Technical Intern

May 2024 – Present

- Leveraged Blender, Unreal Engine 5, virtual reality, and 3D printing to create an immersive virtual reality training program for Marines.
- Trained to assist in assembling, planning, and piloting unmanned aerial systems (UAS) for experimental demonstrations and reconnaissance drills.
- Iteratively designed and revised three dimensional designs to be printed and used for projects, experiments, and value-generating activities.

Undergraduate Research

Harrisonburg, VA

Research Assistant

January 2024 – Present

- Research the impact of environmental factors on thunderstorm formation using machine learning algorithms.
- Utilize Python tools, (Pandas, NumPy, Jupyter), to clean, process, and analyze large datasets.
- Create visualizations to aid in interpreting complex data and patterns.

CAMPUS INVOLVEMENT

Competitive Programming Club

Harrisonburg, VA

Competitor

August 2023 - Present

- Compete in large, intercollegiate coding competitions as part of a university team.
- Write elegant code under stress and time constraints, emphasizing algorithmic efficiency.
- Continuously refine coding skills and creativity using peer feedback and advice.

Student Ambassadors

Harrisonburg, VA

Tour Guide

January 2023 - Present

- Lead prospective students and their families on tours of the JMU campus.
- Provide helpful and insightful guidance to students on the tours.
- Effectively communicate with, and lead team members.

PROJECTS

Embedded Programming Language Spreadsheet (Ruby) – Programming Languages

Spring 2025

- Created a programming language on top of Ruby, with a custom lexer, parser, and abstract syntax tree.
- Developed a dynamic spreadsheet application with a GUI using this language.
- Enabled cell value storage, formula computation, and state persistence between dependent cells.

Network-Wide Ad Blocker (Raspberry Pi Project), Personal Project

Summer 2024

- Implemented a network-wide DNS filter that uses a blacklist to block requests from known advertisers.
- Blocks most pop-ups and banner advertisements on any device connected to the home network.
- Effectively halved the amount of unnecessary content on the network, freeing bandwidth for other processes.

Movie Social Media Website (JavaScript, HTML, CSS, P5JS Project) – Software Engineering

Fall 2023

- A complex movie-review-based social media website.
- Users can create customized profiles, review movies, interact with other profiles, and see other's reviews.
- Stores and fetches data from multiple databases.