

BENJAMIN LANIR

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EDUCATION

Master of Engineering, Artificial Intelligence

Expected June 2024

University of California, Los Angeles

Bachelor of Science, Computer Engineering (GPA: 3.745)

June 2023

University of California, Los Angeles

- Relevant coursework: Data Structures, Algorithms and Complexity, Software Construction and Linux Systems, Operating Systems, Deep Learning, Artificial Intelligence, Applied Numerical Computing
- Honors/honor societies: Fast Track Honors Program, Dean's List, HKN, TBP

TECHNICAL SKILLS

- Languages: Python, C, C++, Java, JavaScript, SQL, Lisp, MATLAB
- Technologies: PyTorch, Docker, Git, React, React Native, MongoDB

RELEVANT EXPERIENCE

Technical Program Manager Intern

June 2022 - September 2022

Meta | *Bellevue, WA*

- Determined security level of 2.4M Meta recurrent processes using Python scripts and SQL queries.
- Ran campaign to increase the number of secured Meta services by 11%.
- Conducted interviews to determine how engineers use Facebook Ordered Queuing Service (FOQS).
- Designed data access and cleaning features to increase Trusted Data Access compliant FOQS usage.

Embedded Cybersecurity Intern

June 2021 - September 2021

The Aerospace Corporation | *El Segundo, CA*

- Developed a PyTorch LSTM machine learning model which used radio waves emitted as a byproduct of micro-processor activity to determine if malicious activity was occurring on the processor with 97.4% accuracy.

LEADERSHIP & PROJECTS

HKN (Electrical Engineering Honor Society)

President

March 2022 - March 2023

External Vice President

April 2021 - March 2022

- Determined overall club direction to focus on providing important events and resources to members.
- Organized and hosted career fair for over 200 students and 15 companies.

Bruin Underwater Robotics

Project Lead

June 2021 - June 2022

- Led team in creating the first UCLA underwater robot for the MATE ROV competition.
- Oversaw and made final decisions related to team progress, budgeting, and priorities.
- Robot used computer vision to identify items and manipulated objects from tasks underwater.

Java Compiler

March 2023 - June 2023

- Created a compiler for a subset of the Java language using Java. Compiler parses program, type checks, then compiles to two intermediate languages before compiling to RISC-V.

Rogue-Like ASCII Game

January 2020 - March 2020

- Designed and programmed a rogue-like game with five playable levels in C++. Developed recursive movement algorithm for non-player characters.