Benjamin Elder

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EDUCATION:

Georgia Institute of Technology, Atlanta, GA

August 2013 - Present

Expected Graduation: May 2017

• Candidate for Bachelor of Science in Computer Science

• Threads: Intelligence, Devices

• GPA: 3.32 overall, 3.68 major

SKILLS:

Programming Languages:

- Go, Python, Rust, C
- Familiar with: Java, C++, Html/CSS, Bash, Make, LaTeX, Typescript, C#...

Technologies:

Git, Android, Linux, Windows, OS X, Postgres, Redis, Travis-CI

PROJECTS:

Google Summer of Code 2015

- Worked on Google's <u>kubernetes</u> open source container cluster management software.
 - Improved networking performance by writing a new service proxy that used iptables rules for proxying instead of the existing userspace server.
 - o Contributions: github.com/kubernetes/kubernetes/commits/master?author=BenTheElder
 - Benchmark: github.com/kubernetes/contrib/pull/10

CreatureBox

- Evolutionary neural network avoidance simulation written from scratch as an experiment in go 1.5's mobile app support via gomobile.
 - o Source: github.com/BenTheElder/creaturebox
 - Writeup: bentheelder.github.io/blog/creaturebox.html

slack-rs

- Rust library for writing chat-bots that communicate over the slack real-time messaging api.
- Now a github organization, with the source organized into multiple "crates" (packages).
 - Source: github.com/slack-rs/slack-rs
 - Sub-Package Source: <u>github.com/slack-rs/slack-rs-api</u>
 - o Demo: github.com/slack-rs/slack-rs/tree/master/examples

Too Many Lasers

- Typescript / Phaser HTML5 sandbox game with simulated fleet combat in space. Capstone project for CS 4731 (Game AI) at Georgia Tech. Written with Alec Fenichel and Matt Schmidt.
 - Source: github.com/fenichelar/Too-Many-Lasers

ACTIVITIES:

IEEE Hardware Team, (Georgia Tech)

August 2013 - May 2014

Member, developed computer vision software in C on embedded hardware for a custom-built robot to participate in the IEEE SoutheastCon's hardware competition.

IEEE, Member August 2013 – January 2015

ACM, Member September 2016 – Present