### EDUCATION: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Benjamin Elder**

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**Mobile**: (+1) 678-829-8236

### Georgia Institute of Technology, Atlanta, GA August 2013 – Present

* Candidate for Bachelor of Science in **Computer Science**  Expected Graduation:May 2017
* Threads: **Intelligence, Devices**
* GPA: 3.92 (CS), 3.32 (overall)
* Honors: Dean’s List

### SKILLS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Programming Languages**:

* **Python, Go, 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 [kubernetes](http://kubernetes.io/) 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.
  + Contributions: [github.com/kubernetes/kubernetes/commits/master?author=BenTheElder](http://github.com/kubernetes/kubernetes/commits/master?author=BenTheElder)
  + Benchmark: [github.com/kubernetes/contrib/pull/10](http://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.](http://github.com/golang/mobile)
  + Source: [github.com/BenTheElder/creaturebox](http://github.com/BenTheElder/creaturebox)
  + Writeup: [bentheelder.github.io/blog/creaturebox.html](http://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 / Organization: [github.com/slack-rs](http://github.com/slack-rs)
  + Demo: [github.com/slack-rs/slack-rs/tree/master/examples](http://github.com/slack-rs/slack-rs/tree/master/examples)
  + Over 2,800 Downloads from [crates.io](http://crates.io/).

**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](http://github.com/fenichelar/Too-Many-Lasers)

### ACTIVITIES: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* + 1. **IEEE, Member**  August 2013 – January 2015

### 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’s SoutheastCon hardware competition.

**ACM, Member** September 2016 – Present

I**EEE, Member**  September 2016 – Present

### IEEE Hardware Team, (Georgia Tech) September 2016 – Present

### Member, developing software for a custom-built robot to participate in IEEE’s SoutheastCon hardware competition in Spring 2017.