

Benjamin Dashiell

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OBJECTIVE

To obtain an internship that allows me to utilize the concepts covered in my data structures and algorithm skills to solve real-world problems and develop further in the field.

SKILLS

- *Coding:* C++, C, Python, HTML, CSS, Javascript, LaTeX, MySQL, SQL, Pandas, NumPy
- *Technologies/Environment:* Atom, Visual Studio Code, Github, JupyterLab, Jupyter Notebook, Cloud9 IDE, OSX, Terminal
- *Communication:* Video editing in Premiere Pro, Audition, After Effects, camera operation, Photoshop, basic cinematography & photography

ENGINEERING EXPERIENCE

C++ Projects

RPG Combat Algorithm

- Created a working text-based prototype for a basic RPG combat algorithm similar to various Nintendo & BANDAI NAMCO Entertainment games

Battleship

- Applied linked lists and class inheritance to a working text-based prototype of Battleship

SuggestBot

- Collaborated on designing a binary search tree algorithm to simulate generating YouTube video suggestions for its users

HackCU V Cybersecurity Challenge - CyberHack

- Designed a text-based prototype that randomly selects between mini-games that present various questions about cybersecurity concepts to help educate kids

Work EXPERIENCE

Video Editor | Leeds School of Business | *Boulder*, CO

March 2019 - Present

- Edited educational videos for the Business School's MOOC (Massive Open Online Courses)
- Learned techniques using greenscreen and removal of background noise and high frequencies

EDUCATION

University Of Colorado Boulder, Boulder, CO

Graduation: May 2022

BS in Computer Science

Minor: Creative Technology & Design

Relevant Coursework: Data Structures, Data Analysis, Computer Systems, Human-Computer Interaction