# Benjamin T. Hinchliff

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Project Website: <u>benjaminhinchliff.com</u>

### **Education**

California Polytechnic State University, San Luis Obispo (Cal Poly)

Bachelor of Science in Computer Science, June 2025

GPA: 3.79

#### Skills

Programming Languages: Web languages - HTML, (S)CSS, JS (& TS), WASM; Java, C, C++, Rust,

Zig, Assembly (x86, x86\_64, arm64)

**Web Frameworks:** React, Vue, Angular, jQuery, & Svelte

**Databases:** SQL (mySQL, PostgreSQL), MongoDB

**Applications:** VSCode, Visual Studio, (Neo)Vim, Microsoft Office / LibreOffice

**Application Development:** Familiarity with Windows API, GTK+, QT, WxWidgets, FLTK,

including on Linux/Unix

Paradigms: OOP & Data Driven Programming

## **Programming Projects Examples**

Full (uncurated) list at <a href="https://benjaminhinchliff.com/projects">https://benjaminhinchliff.com/projects</a>

Canvas TUI Todo List - https://github.com/BenjaminHinchliff/canvas-todo

Technologies Used: Python (Textual), CSS, REST API

- A small TUI (GUI in the terminal) to browse and view upcoming canvas assignments, automatically updated, without having to open canvas itself
- Intended to be run in the background to keep track of assignment states in real time
- Built to be lightweight & cross-platform to make keeping track of my assignments easier

#### Portfolio Website - https://benjaminhinchliff.com

Technologies Used: Svelte(kit), SSR, HTML, SCSS, TS, JS, GraphQL, Vite

- A simple portfolio website built to last
- Uses SSR and caching techniques to (optionally) work without JS
- Uses a production framework and a real build system
- So compact, it loads relatively fast even the slowest networks (even DSL)

**Dungonator -** (demo) <a href="https://benjaminhinchliff.github.jo/dungeonator-demo">https://benjaminhinchliff.github.jo/dungeonator-demo</a>

Technologies Used: C99, CMake, C++ & Catch2 (for tests), doxygen (for docs)

- A small C library designed for procedural dungeon generation without the hassle
- Core code is written entirely in standards-compliant C99
- Fully documented (<a href="https://benjaminhinchliff.github.io/dungeonator">https://benjaminhinchliff.github.io/dungeonator</a>)

## **Computer Science Experience**

Software Developer - Venadvisory (40 hrs/wk)

June 2019 – Sept. 2020 & June 2021 – Sept. 2021

- Worked on a consumer analytics platform called Versational
- Found & fixed potential security issues including XSS, SQL Injection, and backend information on the frontend
- Gained professional experience with NextJS (React), AWS, Redux, AssemblyAI, and many misc. Skills

Misc Software Development

• Websites updates and maintenance for local businesses in the East Bay, including Ristorante Amoroma (amoroma1.com)