

BENJAMIN PETRILLO

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Availability: May – December 2025

EDUCATION

Northeastern University | Khoury College of Computer Sciences

Boston, MA

Candidate for a Bachelor of Science in Computer Science – Software Concentration

Expected May 2026

Honors: GPA: 3.65/4.00 | Dean's List

Coursework: Algorithms, Object-Oriented Design, Networks, Distributed Systems, Computer Systems, Logic & Computation

TECHNICAL SKILLS

Languages: Java, TypeScript/JavaScript, Go, Python, C++, Racket, HTML, CSS

Frameworks/Tools: React/React Native, Spring Boot, Next.js, FastAPI, Express, Docker

Technologies: AWS, PostgreSQL, MySQL, MongoDB, Prisma, Supabase, Firebase, Git, JetBrains IDE, Postman

EXPERIENCE

Generate Product Development – Boston, MA

Software Technical Lead

Dec 2024 – Present

- Leading a team of 8 engineers in the development of a mobile application using React Native and Golang

Software Engineer

Aug 2024 – Dec 2024

- Engineered 20+ CRUD endpoints for authentication, user profiles, and venue interactions for a nightlife discovery platform
- Implemented mobile navigation stacks using react-navigation and authentication with JWTs and refresh tokens
- Completed weekly scrum sprints with a team of 12 to convert Figma designs into functional React Native components
- Reviewed and gave constructive feedback to peer pull request, ensuring alignment with agile development practices

FirstGlance by Literally Helping Startups – *Software Engineer Co-op* – Boston, MA

Sep 2024 – Present

- Developed a full-stack Next.js application to streamline startup discovery for founders & investors using metric-based systems
- Created a library of 30+ reusable components based on Figma designs, standardizing UI elements across the platform
- Built 30+ OpenAPI-compliant REST endpoints with FastAPI and ElysiaJS, enforcing strict type validation
- Engineered numerous suites of performance and API-level tests using bun-test and pytest to validate request and response data
- Led development initiatives enhancing functionality, user engagement, data processing, and system optimizations

Khoury College of Computer Sciences – Boston, MA

Teaching Assistant, Object-Oriented Design

May 2024 – Jul 2024

Teaching Assistant, Fundamentals of Computer Science II

Jan 2024 – May 2024

- Directed 6 lab sections of 40-60 students each, conducting lecture-style sessions to reinforce course concepts on software development best practices, data structures, model-view-controller, observer, and decorator design patterns in Java
- Graded exams and 30+ assignments and lab activities each week, collaborating with professors on grading rubrics
- Held weekly office hours for one-on-one student mentoring on course & lecture content, also leading student exam proctoring

PROJECTS – source code available upon request

Nightlife | Go, React Native, PostgreSQL, Docker, Supabase

Sep 2024 – Present

- Developed a full-stack React Native mobile app, allowing users to rate, review, and discover nearby venues and users
- Utilized Apple and Google Maps data to identify and catalog 3000+ nightlife venues across the USA for internal database
- Spearheaded user authentication, venue recommendation algorithms, and search features based on user preferences

Personal Portfolio Website | Next.js, TypeScript, TailwindCSS

Jun 2024 – Present

- Designed a portfolio website using mobile-first stylesheets with full JSON configurability and async API requests

Fakebook Web Crawler | Python

Mar 2024

- Created a web crawler to traverse and find hidden flags from a mock social networking site using a queue-based algorithm
- Optimized crawler performance from ~30 minutes to ~5 minutes by incorporating multithreading for concurrent HTTP requests

Hexagonal Reversi | Java, Swing, JUnit

Nov 2023 – Dec 2023

- Utilized MVC design patterns to develop a GUI for Orthello using Swing, integrating observer patterns for data encapsulation
- Adjusted to introduction of external codebase using adaptor patterns, integrating foreign strategies and coordinate systems

VOLUNTEER

VC Village – *Frontend Engineer* – Boston, MA

Oct 2024 – Dec 2024

- Transitioned a legacy frontend codebase from HTML/CSS to React & TypeScript for a startup accelerator program
- Developed ~20 responsive UI components and reusable hooks for efficient data fetching and codebase abstraction

Interests: Competitive Table Tennis, Boating, Latin American Cuisine, Arch Linux, Funko Pop Collecting, Hunter X Hunter