

# BENNETT MANGUM

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## EDUCATION

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**University of North Carolina at Chapel Hill** - BA Computer Science | Technical Major GPA 3.1

May 2025

**Relevant Coursework** | Data Structures, System Programming Fundamentals, Discrete Structures,

Foundations of Programming, Computer Organization, Computer Security Concepts, Foundations of Software Engineering, Files and Databases, 2D Computer Graphics, Introduction to Robotics

## PROJECTS

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### CSXL Organization Member Management

*Full-Stack Software Engineer*

- Developed an Angular application for UNC CS students club leaders to manage their organization via the CSXL website.
- Worked with a 4-person team to create an Angular website that displays the organizations they are apart of and what their roles are in said organization. Utilized SQLAlchemy to retrieve information from the CSXL database and display on an Angular framework.

### Mock Twitter

*Full-Stack Software Engineer*

- Created a full-stack web application that imitates the likeness of X, formally known as Twitter, within a short time frame of 2 weeks with full capabilities of creating posts, liking, following and creating a profile.
- Utilized NextJS and Supabase in order to create a simple yet fully functional application with a frontend that interacts with the backend to mimic the way the popular apps X or Instagram work.

## WORK EXPERIENCE & CLUBS

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### Security Concepts Teaching Assistant

August 2024 - Present

- Supported a class of 43 students, providing assistance on confusing subjects and concepts by organizing review sessions and office hours for upcoming assignments and exams.
- Graded security concepts assignments providing thoughtful feedback for further improvement on future assignments.

### UNC Computer Science + Social Good

January 2024 - Present

*Education Team and Project Team Member*

Git | VSCode | NextJS | Supabase | React

- Utilized NextJS to create projects and become familiar with web development concepts.
- Acquired industry expertise as part of my preparation to collaborate with clients and contribute to advancing the mission of CSSG, while actively striving to become a valuable future member of the project team.

### Carolina AR/VR Club

August 2023 - May 2024

*Explore Team*

Unity Engine | C# | Unreal Engine | C++ | Godot Engine

- Contributed to a collaborative team of developers, where shared project ideas fostered a unified mindset in the realm of software engineering.

### Crew Manager | Landscape It

2019-2022

- Managed a crew of Landscapers including planning and designing installs.

### Head Lifeguard | YMCA

2019 - Present

## TECHNICAL SKILLS

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**Front End** | React, NextJS, Javascript, NodeJS, CSS, TypeScript, HTML, Angular

**Back End** | Java, C, Python, SQL

**Developer Tools** | Docker, Git, VS Code, IntelliJ, Jupyter Notebook

**Interests** | Website Development, Software Development, Full-Stack Engineering Database Management, Back-End Development, Front-End Development, Finance, AI