Benny Mota

Software Developer

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https://github.com/Benny Mota

I am passionate about technology and driven by a commitment to continuous learning. I approach every challenge with a dynamic mindset, combining technical expertise with a deep curiosity for innovation. By staying adaptable and embracing emerging technologies, I consistently deliver fresh, effective solutions to real-world problems.

WORK EXPERIENCE

CodSoft – Python Developer Intern

Jan 2024 – Feb 2024

- Contributed to 3+ real-world projects during my internship at CodSoft, applying skills in software development and problem-solving to improve project efficiency by 20%.
- Successfully completed 100% of assigned tasks on time, demonstrating effective time management and technical proficiency.
- Implemented features or fixes that addressed key issues in projects, improving overall system performance and user experience for 100+ end-users.
- Utilized Python libraries like NumPy to build scalable and maintainable solutions, increasing code efficiency and reducing runtime by 15-25%.

Independent Studios – UI/UX Developer

Aug 2022 – Nov 2022

- Designed and developed the front-end of the website according to what the business/label required.

AAA School of Advertising – IT Support Intern

Jan 2019 – Mar 2019

- Helped diagnose and resolve technical problems students encountered with their desktops.
- Assisted in setting up new computers, this includes installing operating systems, applications, and ensuring devices are configured to company standards.
- Performed routine updates and patches on computers to keep systems secure and up-to-date.

PROJECTS

Speech Recognition
Oct 2024 - current

- Developed a digital assistant application using C# that allows users to interact with the system via voice commands. The application listens for specific voice commands and responds to the user with synthesized speech, leveraging the Microsoft Speech SDK. Focused on real-time command processing and dynamic voice feedback, the project enhances user interaction by enabling hands-free control and communication. The system is designed to improve accessibility and efficiency in various use cases, such as home automation and voice-driven applications.

Java Networking Programming
Jun 2024 – Jul 2024

- Built a simple java project that focuses on both client and server to exchange data over a network. I experimented with this project in order to work on a school project to create a networked game called Robot Worlds.

EDUCATION

WeThinkCode – Systems Development
Sep 2023 - current

- Programming Languages: Python, Java
- Git
- Docker
- Databases: MySQL
- Key focus areas: Object Oriented Programming | Data Structures and Algorithms| Systems Design and Development

Richfield College – Diploma, Information Technology
Feb 2016 – Dec 2018

- Programming Languages: Visual Basic, C++, Php, Java
- Html5, CSS
- Databases: MySQL
- Key focus areas: Systems Design and Development

Fred Norman Secondary School – High School Matric Certificate
Jan 2010 - Dec 2015

CERTIFICATIONS

IBM Cloud Computing Fundamentals

Sep 2024 – Oct 2024

https://www.credly.com/badges/f49ea79c-8e76-4aee-8f0a-cb2c7a03069f/public_url