Benson Han

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Education

UCL A

B.S. in Computer Science | September 2016 - June 2019

Related Coursework

(CS 180) Introduction to Algorithms and Complexity Analysis

(CS 111) Operating Systems Principles

(CS M51A) Logic Design of Digital Systems

Experience

Intel

Software Design Intern | June 2015 - August 2015

- o Reviewed mockup app ideas to be showcased at Intel Developer Forum (IDF)
- Created a tool to aggregate fitness data taken from activity trackers like
 Fitbit and offered rewards to employees for exercising

Kumon

Math and Reading Tutor | May 2013 - January 2014

- o Graded and entered student scores on homework and tests
- o Taught math (up to calculus), and reading to students aged K-12

Projects

Pokémon Go Evolution Calculator

Designed an Android app to calculate the optimal amount of Pokémon to transfer to maximize the number of evolutions possible. Learned Java and applied Google's material design principles

Frackman

Created a 2D level-based game centered around a miner fighting off protesters to find oil. Learned the fundamentals of good video game design, the power of object-oriented programming (OOP), and C++.

Extracurricular Activities

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Club Soccer
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Left/Right Back | Fall 2016 - Now

Foundations

U-knighted/Quixotics | Winter 2015 - Spring 2016

- Beginner's hip hop dance team
- o Performed at the Cascade and Ignite Exhibitions

First Tech Challenge (FTC)

Lead Designer | August 2013 - May 2015

Accolades

Sensor Savant Judges Award Winner @ Worlds

Inspire Award Winner (The highest award given) @ West Super Regional Winning Alliance Captain and Inspire Award Winner @ Oregon State Championships

Skills

C/C++ | Python | Java | HTML | CSS | JavaScript | Photoshop