Benjamin Kosty

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Skills

Platforms & Tools: Unity, Visual Studio Code, Visual Studio 2022, Bootstrap 5, ReactJS, GitHub, MongoDB
Programming Languages: C#, JavaScript and JSX, HTML, CSS, Java
Other Tech/Languages I Am Familiar With: C++, PHP, Python, XAMPP, SQL

Education

Bachelor of Science (BS) — Computer Science | Wilmington University | Remote | 12/2024
Relevant Coursework: PHP Application Development, Microsoft .Net I & II, JavaScript, Database Foundations, Innovative Web Development, O-O Systems Analysis and Design, Introduction to Programming with Python, Java I, Intro to Artificial Intelligence, User-Centered Design, and Intro to Game Programming.

Undergraduate Certificate — Java Programming | Wilmington University |Remote | 12/2024

Undergraduate Certificate — Microsoft.net Applications | Wilmington University |Remote | 5/2024

Software Development Projects

Benjiweb.com — Personal Project | 8/2024 - Present
- Built a live website with React, JavaScript/JSX, Bootstrap 5, CSS, and HTML.
- Combined and leveraged various bootstrap classes to improve visual aesthetics of the page.
- Leverage GitHub and Visual Studio Code to organize project and upload code.
- Deployed the website through GitHub Pages. Acquired the domain name through namecheap.com.

GuidDotLFG — Experiential Learning in CSC / Personal Project | 12/2024
- Coded a social media website for desktop using React, JavaScript/JSX, Bootstrap 5, CSS, HTML, Express, Node, among other tech.
- Held data for the website via a Mongo database; organized and coded the project using Visual Studio Code.
- Combined and leveraged various bootstrap classes to improve visual aesthetics of the page.
- Issues arose with backend crashes, duplicate notifications, and other features not working as intended; debugged and polished the website by reviewing code, identifying problem areas, and researching to understand and solve problems.

Knight's Last Stand Unity Game — Intro to Game Programming | 5/2024
- Developed 3D, third-person wave-based survival game over a four-month period.
- Completed all functionality leveraging C#; downloaded art, sound, and physical assets from the Unity asset store.
- Issues arose with sound desync, unintentional damage multiplying, and other features not working as intended; debugged and polished game by reviewing code, identifying problem areas, and researching to understand and solve problems.

Work Experience

Fulfillment Expert — Target |Milltown, NJ | September 2020 – Present
- Search, retrieve, and stow 10+ online batch orders per shift; plan and manage time to fulfill orders 90 mins.
- Analyze real-time inventory and customer data to drive successful batches and order completion.
- Navigate a fast-paced environment and interact with customers and team members; train new employees.

Sandwich Artist — Subway | Spotswood, NJ | 2017 – 2019
- Supported ~20 customers per shift; maintained organization, food safety, and handled ~$500 in cash.
- Trained 3 new employees and worked independently and on a team of 3 to provide excellent service.