

Benjamin Lobos Lertpunyaroj

☎ 765-532-8892 — ✉ blobosle@gmail.com — 🌐 benjaminlobos.com — 🔗 linkedin.com/in — 🐙 github.com/Blobosle

Education

Purdue University

Bachelor of Science in Computer Science

Concentration: Software Engineering, Systems Programming

Minor: Business Management

- Deans List & Semester Honors: 2023, 2024
- Relevant Coursework: OOP, Discrete Mathematics, Data Structures and Algorithms (C++), Multivariable Calculus, Differential Equations, Linear Algebra, Computer Architecture (Asm Arm64), Programming in C.

West Lafayette, IN

May 2027

GPA: 3.87/4.0

Skills

Languages C, C++, C#.Net, Python, JavaScript, Java, Swift, Lua, VimScript, R, Bash, Assembly (x86_64, Arm64)

Tools LaTeX, Vi/Vim/Neovim, Zsh, Unity, Linux, Debian, Ubuntu, Unix, Git

Experience

C Programming Teaching Assistant @ Purdue University

November 2024 – Present

CS 24000 UTA

- Provided academic support to 750+ students, leading lab sessions, holding weekly office hours, and clarifying concepts related to the C programming language
- Developed a homework assignment from scratch to reinforce data structure fundamentals using LaTeX.
- Implemented multiple midterm and final practice exams to the class curriculum to enhance students' exam readiness and practical skills.

Unity: Front to Back

May – September 2022

Author of Published Book

- Published a technical book on C# and Unity game development (UI, Physics, Scripting, Events, Animation).
- Focused on detailed real development scenarios over verbosity for effective learning.
- Sold physical and digital copies on Amazon and other bookstores at affordable margins.

Planet Gravity

April – June 2020

Lead Developer

- Led development on a mobile game published on the Google Play Store, using C# and the Unity engine.
- Oversaw and maintained 1k+ lifetime downloads.

Qservus

December 2018 – March 2019

Software Engineering Intern

- Conducted implementation of Qservus Lite for two months, a product oriented in quality of service, using AngularJS.
- Streamlined the deployment of the international version of Qservus' main website.
- Developed a mobile version (iOS) of a customer survey application using Swift.

Projects

macOS Neovim

February – April 2025

macOS Application

- Developed an app enabling users to open files directly in a Neovim instance or the configured default file explorer, automatically handling shell sessions and directory management, using Bash and AppleScript.
- Implemented customizable application builds supporting multiple terminal emulators (Terminal.app, iTerm), including automated naming, icon integration, and streamlined macOS code signing.

Interm.nvim & Mintex.nvim

August 2024 – January 2025

Neovim Plugins

- Developed interm.nvim, a plugin that enhances terminal window management with custom status lines, Bash shell highlights, and optimized directory synchronization and shell handling, using Lua and Vimscript.
- Maintained mintex.nvim, a lightweight minimal LaTeX vim compiler to open a quick view PDF of the currently edited file

Wayra Codes

June 2017 – Present

Youtube Channel

- Conducted videos relating to programming and game development, such as Unity, C#, and Swift.
- Amassed a significant following with 180k+ views

Farmers Market

October – December 2023

Online Product Marketplace

- Led a team of 5 to develop an online marketplace where Farmer market sellers can buy and sell products, using Java.
- Leveraged Swing GUIs, multithreading, and networking to implement a smooth interface for customers and sellers.