Benjamin Lobos Lertpunyaroj

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Education

Purdue University   **West Lafayette, IN**
Bachelor of Science in Computer Science   May 2027
Concentration: Software Engineering, Systems Programming   GPA: 3.87/4.0
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.*

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.