CHRISTOPHER BENNETT

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EDUCATION

University of Delaware
Newark, DE
Bachelor of Science, College of Engineering   May 2024
Major: Computer Science BS
GPA: 3.5
Dean's List: Spring 2021 – Current
Relevant Course Work: Algorithms, Data Structures, Artificial Intelligence, Machine Learning, Parallel Computing, Human Computer Interaction, Operating Systems, Statistics, Calculus, Linear Algebra, Advanced Web Security

TECHNICAL SKILLS

Skills: Javascript, Python, C++, C#, HTML, CSS, Java, Typescript, SQL, C, Lisp, R, Unity
Tools: Git, VSCode, Visual Studio, CLion, Pycharm, OracleDB, MicrosoftSQL, Unity, Godot, Firebase, Postman
Frameworks: ASP.NET, React, Node.Js, Angular, NextJS, Web Components

EXPERIENCE

Software Development Internship
Endevor – Nuclear Industry Software Development   Jun 2023 – Sep 2023
- Developed software applications with ASP.NET used by over 80% of power plants in the U.S
- Maintained SQL and Oracle databases by updating/adding table columns with over 2 million records.
- Developed a ASP.NET timeline site for managers to better supervise team members.

Research Assistant
University of Delaware – Department of Computer and Information Sciences   March 2022 – May 2023
- Created a web application in React-Typescript for better accessibility on students with learning disabilities.

Teaching Assistant
University of Delaware – Department of Computer and Information Sciences   September 2021 – May 2023
- Held office hours to help students review topics various programming concepts, such as data structures and OOP.

PROJECTS

Escape From The Sun Unity Project
https://store.steampowered.com/app/2303670/Escape_From_The_Sun/
- Developed and published a Unity game on Steam throughout 2 consecutive years.
- Reviewed OOP, A.I., and state machines in C#.

Assignment Timeline Maker
https://cbcolleg3.github.io/Assignment-Timeline-Maker/
- Created a research web application for professors to convert documents into auto generated timelines.
- Managed a team of undergraduate researchers to brainstorm and implement ideas.

University Course Scheduler
https://ud-cisc275-s22.github.io/cis-scheduler-team-16/
- Developed a course scheduler in React Typescript to create custom degree plans to help students graduate.
- Led a team of developers, implemented front end interface, and debugged issues with the team.

HONORS & ACTIVITIES

- **Member of UDEL CPC Club – Competitive Programming:**
  - Weekly programming problems on the website codeforces.
- **UD VIP Team (Virtual Reality) Member:**
  - Built a VR set for Air Traffic Control (ATC) via C# (programming language) and Oculus with a team.
- **President of UDEL Game Design & Development Club:**
  - Lead a team of aspiring game developers and got the club enough publicity to increase attendance by 50%.
  - Set a plan on a document for each board member to see and apply to their meetings.