

# Ching Hang Benny Chan

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## EDUCATION

University of Michigan  
Bachelor of Science and Engineering in Computer Science

Ann Arbor, MI  
2022

**Relevant Coursework:** Programming and Introductory Data Structures, Data Structures and Algorithms, Introduction to Computer Organization, Foundations of Computer Science, Database Management Systems, Human-Centered Software Development

## SKILLS

Languages	Javascript, C++, Java, Python, Typescript, C#, Kotlin
Frontend	HTML, CSS, React
Backend	Node.Js, Express
Database	Oracle SQL, PostgreSQL, MySQL
Tools, etc.	Git, Webpack, Linux, WSL, Bash, Jira, Trello

## PROJECTS

**Cache Simulator** | C 2021

*Program that emulates CPU caching*

- Developed the program to accept assembly code (LC2K instruction set) to store, move, and retrieve data

**Text Classifier** | Python 2021

*A Naive Bayes text classifier that determines if a given statement is truthful or falsehood*

- Trained the classifier on a prelabeled dataset by tokenizing words used in each category
- Used natural language processing to calculate the likelihood that a given statement is a lie

**Vigilantes** | Kotlin, XML 2021

*Android application designed to assist LEO in documenting automotive incidents using Machine Learning*

- Developed and designed the frontend using Kotlin and XML
- Communicated and collaborated with cross-functional team members using Agile methodology
- Provided documentation for data structures and functions, resulting in a smoother developing experience for the team

**Midnight Madness** | Unity, C# 2022

*2D horror-survival game developed in Unity*

- Developed and designed the enemy AI with a Behavior Tree model
- Created player-intuitive level designs while retaining complexity

**Confessional** | React, Javascript, Node.Js, Express, PostgreSQL 2023

*Web application that allows users to send confessions to a server to be seen by other users*

- Created and designed the frontend with React to ensure an accessible and intuitive user interface
- Coded the backend with Node.js and Express to store and retrieve user inputs to and from a PostgreSQL database