

Benjamin Ye

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EDUCATION

Northwestern University

Bachelor of Science in Computer Science

Evanston, IL

Expected June 2025

- Cumulative GPA: 3.51/4.00
- Relevant Coursework: Data Structures & Algorithms, Design Thinking and Communication, Engineering Analysis

WORK EXPERIENCE

Northwestern University Debate Institute

Lab Leader

Evanston, IL

July 2022 – August 2023

- Coached 30+ high school debaters from across the country in research and argumentation on topics such as artificial intelligence, biotechnology, cybersecurity, economic inequality, international relations, and current events
- Formulated lectures on debate theory and organized drills on speaking mechanics and argument generation
- Led the largest lab by evaluating practice speeches, judging daily practice debates between students, and hosting evening office hours

Resident Assistant

July 2023 – July 2023

- Worked with other resident assistants to manage and foster connections in a residence hall of ethnically diverse high school debaters
- Implemented and enforced Residence Hall Policies in an equitable manner, promoting a safe and open community
- Employed mediation and interpersonal skills to resolve conflicts between students and provide guidance on various concerns

Self-Employed

Private Tutor

Sammamish, WA

December 2021 – July 2022

- Taught students 1-on-1 to improve comprehension and problem-solving skills in areas such as computer science and mathematics
- Monitored and evaluated students' strengths, weaknesses, and learning styles to create individualized study plans and explanations
- Utilized communication skills to provide weekly reports about student growth to parents and answer inquiries about progress

EXTRACURRICULARS

Northwestern University Debate Society

Varsity Debater

Evanston, IL

August 2022 – Present

- Travel and engage in debates and dialogue with teams from other colleges such as Harvard, Emory, and UC Berkeley
- Research topics such as legal personhood for artificial intelligence, AGI alignment, digital forensics, and decentralized autonomous organizations by analyzing law reviews and academic journals

PERSONAL PROJECTS

OpenStreetMap Navigation API (C, C++)

- Developed back-end functionality to represent a user-inputted map from OpenStreetMap with various data structures (C++ maps, dynamic arrays, sets) and perform basic search queries
- Used various algorithms (Dijkstra's algorithm, binary search) to compute the shortest pathway between two points
- Refactored code multiple times using software engineering principles such as object-oriented design and inheritance to improve code efficiency and readability

SKILLS

Programming Languages: C, C++, CSS, HTML, Java, JavaScript, MATLAB, Python, Racket

Software/Tools: Visual Studio, Visual Studio Code, Unity Game Engine, LaTeX, Microsoft Office (Word, PowerPoint, Excel)

ADDITIONAL INFORMATION

Awards: John B. Kirk Award, Milton S. Florsheim Prize

Interests: Bunnies, Ferrets, Piano, Speedcubing, Debate, US-China Relations, Legal Personhood, Strength Training, Valorant