Isaac Benson

isaacbenson3909@gmail.com ❖ (605) 838-9389 ❖ Portfolio: isaacbenson.dev ❖ Minneapolis, MN

EDUCATION

University of Minnesota, Twin Cities   Expected Graduation: **May 2023**

BA, Computer Science

- Studied Algorithms and Data Structures, Discrete Structures of Computer Science, Machine Architecture, Functional programming, and Linear Algebra

EMPLOYMENT

IDeaS Revenue Management   **May 2022 – Present**

Application Developer Intern   *Minneapolis, MN*

- Expertise in TypeScript-Angular, its developing web application libraries and unit testing frameworks
- Administered rapid development of new features and bug fixes during bi-weekly sprints
- Optimized the build pipeline of IDeaS' flagship product using NX, improving build times by over 30%
- Collaborated with cross functional teams worldwide to develop compelling application features
- Worked with staff scientists and product managers to improve user experience

LinkUp   **Jan. 2022 – May 2022**

Web Programming Intern   *Minneapolis, MN*

- Worked as part of data scraping team to contribute to a database containing information on over 100,000 companies international job listings
- Used PHP and RegEx to parse HTML / JavaScript files for statistical analysis and data analytics
- Consistently exceeded weekly expectations and deadlines

University of Minnesota, Twin Cities   **Jan. 2022 – May 2022**

Teaching Assistant, Algorithms and Data Structures   *Minneapolis, MN*

- Assisted in instructing a class of 175 students on fundamental theories of algorithms and data structures
- Facilitated two lab sections of 30 students each, presenting information and providing detailed explanations/examples for hands on learning experiences
- Precisely graded labs, projects, and exams

SKILLS

- Proficient in Python, Java, C, JavaScript, TypeScript, Angular, NX, Node.JS, GraphQL, SQL, HTML, CSS
- Skilled with algorithms, object-oriented design, functional programming and collaborative problem solving
- Naturally prone to taking leadership roles

PROJECTS

- **JavaEngine :** A 3D renderer / game engine built completely from scratch in java, utilizing projective geometry to achieve rasterization. Capable of importing custom wavefront OBJ files.
- **PyCoin:** A proof of concept implementation of blockchain technology using cryptographic algorithms like SHA-256 and RSA to create a system to process secure transactions.
- **JBoid AI:** An artificial intelligence (AI) program designed to mimic the movement patterns of a flock of animals.