

Isaac Benson

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WORK EXPERIENCE

IDEaS Revenue Management

Application Developer Intern

May 2022 – Aug. 2022

Minneapolis, MN

- IDEaS is an industry leading revenue management software company whose products are utilized by nearly every major hospitality brand worldwide
- As Application Developer Intern, worked directly under principal engineer of IDEaS' flagship product, Casper
- Optimized Casper's build pipeline using NX, improving build times by over 30%
- Administered rapid development of new features and bug fixes during bi-weekly sprints
- Collaborated with worldwide cross functional teams to develop compelling multifaceted solutions
- Gained expertise in TypeScript-Angular, its developing web application libraries and unit testing frameworks

University of Minnesota, Twin Cities

Teaching Assistant, Algorithms & Data Structures

Jan. 2022 - Present

Minneapolis, MN

- Assisted in instructing a class of 400 students on fundamental applications 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
- Assisted in development of core course materials such as writeups, rubrics, and exams
- Meticulously graded labs, projects, and midterm/final exams
- Held weekly office hours

LinkUp

Web Programmer

Jan 2022 – Present

Minneapolis, MN

- Worked as an integral part of a 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

EDUCATION

University of Minnesota, Twin Cities

BA, Computer Science

Graduation May, 2023

Minneapolis MN

- 3.95/4.0 GPA
- Studied operating systems, cloud networking & security, algorithms and data structures, software development, artificial intelligence, functional programming, machine learning, linear algebra in computing

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.