

Isaac Benson

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WORK EXPERIENCE

Sioux Falls School District

May. 2021 – Aug. 2021

IT Intern

Sioux Falls, SD

- The Sioux Falls school district oversees over 23,000 K-12 students in 32 schools and is the largest school district in South Dakota.
- As an IT intern, I worked with network engineers and system engineers to set up network infrastructure in two brand new schools, Ben Reifel Middle School and Jefferson High School.
 - Set up enterprise network switches and configured data drops throughout schools
 - Enrolled and imaged 1500+ computers for staff and student use
- Performed repairs on computers and network devices in district buildings.
- Often worked unsupervised.

University of Minnesota, Twin Cities

August 2021 – Present

mTech Computer Specialist

Minneapolis, MN

- Provides tech support to students and faculty at the University of Minnesota.
- Expected to have advanced knowledge of computer hardware and software, for both PC and Mac.
- Performs daily tasks, such as operating POS system and creating repair tickets.

University of Minnesota, Twin Cities

August 2020 – May 2021

Computer Center Coordinator

Minneapolis, MN

- Managed the computer lab in Territorial Hall.
- Maintained network infrastructure throughout residence halls on campus.
- Provided tech support to students and faculty.
- Serviced university computers and devices.

Best Buy

March 2018 – April 2019

PC Sales Associate

Sioux Falls, SD

- Used advanced knowledge of computer hardware and software to sell computers and computer accessories. Maintained sales quotas each month. Provided tech support in person and over the phone.

EDUCATION

University of Minnesota, Twin Cities

Expected graduation: May 2023

BA, Computer Science

- Maintained a GPA of 3.4.
- Studied Algorithms and Data Structures, Discrete Structures of Computer Science, Machine Architecture.

SKILLS

- Proficient in Python, Java, C, JavaScript, Node.js, GraphQL, and TypeScript.
- Conversational Spanish skills

PROJECTS

- **JavaEngine** : A 3D renderer / game engine built completely from scratch in java. Capable of importing OBJ files from blender