B/K Benjamin Kronemeyer

CONTACT

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EDUCATION

Bachelor of Science, Computer Science

University of South Carolina, 3.9
2018 – Anticipated December 2020

Associate in Science

Midlands Technical College, 3.80
2017 – 2018

CLASSES

Algorithmic Analysis, Advanced Programming Techniques, Cryptography, Artificial Intelligence, Computer Game Development, Computer Networks, Language Structures, Operating Systems, Foundations of Computing, Discrete and Continuous Mathematics, Statistics and Probability

SKILLS

Java, C, C++, Python, Spreadsheet and Word Processing, 70 – 80 WPM typing, Management, Leadership, Delegation

LANGUAGES

English (Fluent), German (Fluent)

WORK EXPERIENCE

Front Office Manager
Courtyard by Marriott Downtown at USC, Oct 2015 – Current

- Major metric of my department ranked top 20% percentile in 2017 and top 12% percentile in 2018 when compared to other Courtyards internationally
- Serving customers and interacting with clients on a regular basis
- Managing staffing including hiring, scheduling, and payroll
- Maintaining an efficient staff via consistent, regular, and effective training and communication
- Developing budgeting and analytical tools to improve efficiency throughout department

CODING EXPERIENCE
Coding examples given upon request

G.R.A.D.S Back End, Software Development - Java

Engineered a back-end system that parses a JSON object to determine the graduation percentage of a given student with the ability to offer varying privilege levels of potential users.
Managed the software lifecycle to full realization via:

- Client Interviews to assess client necessities
- Constructing a living requirements document
- Utilizing flow charts, and Use Cases to visualize necessary classes and interfaces
- Delegating and contributing the necessary code
- Creating test cases and ensuring code coverage was adequately met

Pong and Snake, Computer Architecture - C/C++

Redesigned the classic games of Pong and Snake to be emulated on the Gameboy Advance System from scratch

The Pac-Man Projects by UC Berkeley - Python

My solutions to the Artificial Intelligence projects developed my UC Berkley

- Implementing various Data Structures to implement different search algorithms
- Employ said search algorithms into state-space searches
- Currently enrolled and still developing solutions

Capstone Project, Pick Up Sports - Java

5 Person team developing an Android application implementing Gradle, Google API's and Firebase database.