# BENJAMIN PARK

Software Engineer


Contact:

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Education:

**University of Florida**
Bachelor of Arts in Linguistics

Skills:

**Programming**
C, C++, Java, XML, JavaScript & TypeScript (Node, React), Python, SQL, JSON
IntelliJ, WebStorm, Visual Studio, Visual Studio Code, Vim, OpenGL, SDL2

**Graphics & Design**
Photoshop, Illustrator, InDesign, After Effects, Dreamweaver, FontForge

Experience:

**Cvent – Software Engineer I**
*January 2022 – Current*
Develop features for event management software, both on the front and backend. Uses languages and APIs such as: Java, JavaScript, React, Node

**Cvent – Associate Software Engineer**
*May 2021 – January 2022*
Joined as part of the original members of the Apprenticeship Program, which operates similarly to a paid internship with an emphasis on later employment. Was the first to graduate out of my colleagues, and the company as a whole, within 4 months.

**Mathnasium – Mathematics Tutor**
*2014 – 2016*
Tutored in mathematics (for elementary, middle, and high school levels)

Goals:

I am driven to pursue opportunities where I can continue to feel challenged by technology and software, where I can feel that my impact as a programmer is realized in tangible and meaningful ways.

Notable Projects:

**Sono**
*github.com/Nallantli/Sono*
Originally envisioned as a tool for assessing and evaluating phonological processes and mutations, developed into an interpreted programming language that was positioned for possible use by the University of Florida Linguistics Department.
Capable of using phonological units (phonemes, segments, phonological feature matrices) as basic types.

**Rossa**
*github.com/Nallantli/Rossa*
A product of multiple years of previous development, operates as a complete, general-purpose scripting language. Written in C++.

**Amőba**
*github.com/Nallantli/amoeba*
A game built in React that emulates the most exciting form of tic-tac-toe: playing on an infinite grid. While the application was submitted as the final project for CS50x certification, it was the first full project in my portfolio made using React with TypeScript.

**Spherical Terrain Generator**
*github.com/Nallantli/glfw-glhf*
Generates a “planet” with biomes distributed by an altitude-aridity matrix and projects it onto a sphere or Mercator mapping. Showcases the use of C++ 3D graphics libraries like OpenGL and SDL2, and the linear algebra behind their application.

**Chat Client and Server**
*github.com/Nallantli/NallanChatCLI*
*github.com/Nallantli/NallanChatServer*
Instant messaging client routed through a dedicated server with account management – capable of end-to-end encryption.

**Basic Neural Network**
*github.com/Nallantli/general-repo/tree/master/cpp/Neural Network*
A library for the creation of basic, single-propagating neural networks written in C++ from scratch. Includes backpropagation and training algorithms.

Academic and Professional Accomplishments:

**CS50x Harvard Certification: Introduction to Computer Science**
*December 2021*
Learning the basics of professional computer science including various projects in C, Python, SQL and general data management.