

Benjamin Papp

benpapp.com | contact@benpapp.com

EDUCATION

**Michigan Technological University,
Houghton, MI**

Bachelor of Science in Computer Science

Minor in Cybersecurity

TECHNICAL SKILLS

- Java
- C
- CSS
- Unity
- React
- Git
- C#
- C++
- HTML
- Unreal
- Python
- Node.js
- Google Firebase
- JavaScript
- Microsoft Azure
- Google Cloud

PROJECTS

- benpapp.com, a digital portfolio to showcase my personal projects.
 - Deployed on Google Firebase
 - Built using HTML/CSS
 - Plans to recreate the page to add more “functionality”
- mtupowerlifting.com, a work in progress leaderboard for powerlifters at Michigan Tech
 - Will be built with NextJS, React, MaterialUI, and Firestore by Google
 - Currently not deployed
- Blizzard’s Climb, a unity based game made in Husky Game Development
 - Blizzard’s Climb was built using the unity engine and programmed in C#
 - Wrote much of the code for collision and enemies
 - Worked on level design

PROFESSIONAL EXPERIENCE

**Full Stack Intern, Gentex Corporation,
Zeeland, MI**

May 2024 – Present

- Worked on an internal web application where I utilized React/Typescript, Redux, GraphQL, and MaterialUI.
- Updated Interfaces to perform better.
- Optimized and improved tool used for displaying and importing elements from GraphQL.
- Built upon React-dnd to make proper drag-n-drop.
- Optimized rendering of large table trees by utilizing lazy loading techniques.
- Improved caching of items to reduce loading times.

**Student IT Computer Tech, Michigan
Technological University, Houghton, MI**

September 2022 – August 2024

- Provided technical support to students, faculty, and staff for computer hardware, software, and networking issues.
- Utilized Microsoft Azure and Intune
- Used Telecom Sysadmin Utilities to verify on-domain connections for machines on campus.
- Troubleshoot and resolved technical problems related to computer hardware, software, and network connectivity.
- Recognized by management as a quick learner and leader among newer employees.