BENJAMIN **TULLY-HANSON**

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education

University of California Irvine Fall 2014 – Spring 2017
Computer Science with Algorithms Specialization GPA: 3.59
Boeing Scholarship Recipient 2016

Orange Coast College Fall 2012 – Spring 2014
Computer Science C++ Certificate GPA: 3.95

experience

Amazon June – August 2016
Software Development Engineer
- Will design and implement algorithms to improve search, personalization, and inventory planning

NASA June – August 2015
Software Developer
- Integrated four Microsoft Kinect V2s into a single 360° motion tracking system
- Created the necessary library files for multi-threaded client/server Kinect communication
- Resolved common issues with Kinect Sensor technologies that previously hindered accurate data
- Provided a solution for directional tracking by implementing image recognition on each client machine
- Developed in C# using Unity and Visual Studio
- Participated in weekly department meetings, communicating progress and future goals to management

Private Tutor September 2011 – Present
- Assisted in C++, AP Physics and Calculus courses
- Significantly increased average grades for all students

projects

Tiles
- Developed an Android mobile game in Unity
- GitHub.com/TullyHanson/Tiles

Yelp Dataset Challenge
- Analyzed data from over 77,000 businesses
- Used machine learning algorithms to predict business success
- GitHub.com/TullyHanson/YelpChallenge

skills

Proficient in C++, C#, and Java
- Implementation of data structures, software systems, and server communication

Experience in C and Python
Git version control