
BENJAMIN TULLY-HANSON

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TullyHanson.com

education

University of California Irvine

Computer Science with Algorithms Specialization
Boeing Scholarship Recipient 2016

Fall 2014 – Winter 2017

GPA: 3.59

Orange Coast College

Computer Science C++ Certificate

Fall 2012 – Spring 2014

GPA: 3.95

experience

Google

Software Engineer

- Will monitor, analyze, and predict privacy classification of launches in the Display Ad org using TensorFlow

September – December 2016

Amazon

Software Development Engineer

- Developed a solution to track containers in Fresh orders to prevent container loss
- Created necessary UI and logic in the Fresh Merchant Platform iOS App
- Redesigned dated packlist model from the FMICS API that supports Amazon Prime
- Implemented necessary API requests in MMS to get and modify a packlist

June – September 2016

NASA

Software Developer

- Integrated four Microsoft Kinect V2s into a single 360° motion tracking system
- 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

June – August 2015

projects

Tiles

- Developed an Android mobile game in Unity
- [GitHub.com/TullyHanson/Tiles](https://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](https://github.com/TullyHanson/YelpChallenge)

skills

Proficient in C++, C#, and Java

- Implementation of data structures, software systems, and server communication

Experience in C, Python, Swift, and Objective-C

Git version control