ANDREW D. BENSON

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Creative, skilled, and driven software developer with professional experience.

OBJECTIVE

To pursue a career and build experience in software development at a creative company.

EDUCATION

Eastern Michigan University *Ypsilanti, MI* Class of 2011
Bachelor of Science *Major in Applied Computer Science, Minor in Theatre Arts*

- **Current GPA: 3.99**
- Graduating *Summa Cum Laude* in June 2011.

Notable Courses

- Programming Languages, Compiler Construction, Automata & Languages
- Formal Methods of Software Development, Software Engineering

Honors

- Undergraduate Symposium presenter in 2009 and 2010
- Dean's List, Fall 2007 through Winter 2011
- Computer Science Department Awards recipient: *Charlie Jones Award* (2009-2010), *Clio Finlin Award* (2009-2010), *Addison Wesley Award : Graduating Senior* (2010-2011)

PROFESSIONAL EXPERIENCE

E.M.U. College of Arts and Sciences *Ypsilanti, MI* March 2008 - Present
Technology Support Group

- Support faculty and staff in both office and classroom multimedia technology.
- Design and maintain support information websites.
- Deploy, diagnose and repair office and lab hardware and software.

Service Brands International *Ann Arbor, MI* January 2002 - March 2004
Technical Services

- Provided support and training for national franchise software packages.
- Performed troubleshooting and basic bug fixing for a Visual Basic / SQL application.

SKILLS

Professional

- Over five years of professional experience in software and technology support.
- Consistently earned a reputation for resourcefulness, responsibility, and geniality.
- Substantial teamwork experience both as a team leader and a team member.

Languages & Technologies

- Java, Javascript, Perl, PHP, C/C++
- Object-oriented design and UML diagramming
- Graphical rendering and interfaces
- Cross-browser web design and CSS layouts

Specializations

- State Machines and data parsing
- User interfaces, interaction, and communication
- Technical writing and documentation

Professional and academic references available upon request.

COURSE PROJECTS

CastViewer   *COSC 481W Software Engineering*

Project Lead & Client Lead

- Web-based real-time data presentation for aluminum alloy production.
- Implemented in REALbasic language using Real Studio Web Edition IDE & framework.
- Demonstrated rigorous requirements, design, and testing.
- Worked very closely with the client to develop requirements and validate results.

Year of the Zombie   *COSC 457 Computer Game Programming*

Graphics & User Interface Developer

- A tongue-in-cheek apocalyptic game featuring a hybrid of shooter and tower defense genres.
- Implemented in Java using Eclipse IDE.
- Demonstrated real-time interaction, 2D modeling and rendering, and hardware acceleration.

EXTRACURRICULAR PROJECTS

ReaLC3   *Advisor: Dr. William Sverdlik*

Project Lead & Circuit Designer

- Physical Implementation of LC3 computer architecture using transistor-transistor logic (TTL).
- Implemented arithmetic logic unit (ALU) for the Little Computer 3 (LC3) architecture used for instruction in EMU Computer Science courses.
- Built from hand-designed, hand-etched, and hand-soldered boards.
- Presented at 2009 EMU Undergraduate Symposium.

GLIF.IDE   *Advisor: Dr. Susan Haynes*

Development Lead for IDE sub-project

- A custom editor for the GLIF programming language, providing intuitive and easy manipulation of code for this unique pseudo-graphical, top-to-bottom language.
- Implemented in Java using Eclipse IDE.
- Developed to integrate with a GLIF interpreter for contextual assistance and error checking.
- Presented at 2010 EMU Undergraduate Symposium.

PROFESSIONAL PROJECTS

Interactive Classroom Multimedia Guide

- A detailed interactive guide to assist anyone using classroom multimedia technology.
- Implemented in HTML and Javascript with CSS2/CSS3 and jQuery.
- Clean separation between Javascript and HTML to provide easy, human-readable editing.
- Thoroughly backwards-compatible for viewing without Javascript or CSS.
- Stores and recalls the document state for easy continuation in the case of interruption.

EMU Classroom Space Website

- Displays classroom photos and information to help faculty and staff adjust during a major campus transition.
- Implemented in HTML and Javascript with data stored in JSON format.
- Displays photos and information in convenient tree view with cross-browser compatibility.

EMU Undergraduate Symposium 2011 Photo Gallery

- Displays photos from the Symposium in a clean, paginated gallery.
- Implemented in PHP with MySQL database.
- Supports multiple galleries, variable sizes and orientations, and photo titles and descriptions.
- Provides easy navigation either page-by-page or photo-by-photo.

Professional and academic references available upon request.