**Ben Mask**

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Available for 4 months beginning September 2020

**EDUCATION**

**Bachelor of Computer Science, Co-op Option September 2018 - Present**

Carleton University, Ottawa ON.

* 3nd Year Undergraduate, CGPA 11.8/12.00 (A+)
* Deans’ Honour List (2018 - Present)
* Faculty Scholarship (2018 - Present)
* Expected Graduation: June 2023

**WORK EXPERIENCE**

**Junior Software Developer Co-op May 2020 - Present**

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* Developed C++ code analysis tools written in Java to mangle and de-mangle C++ names for use within the development of Cloakware Software Protection tools
* Worked with Selenium and Python in the development and maintenance of piracy pcontrol tools
* Engaged in an Agile team environment, setting weekly sprint goals, participated in daily standups, and retrospectives

***Used:*** *Java, C/C++, Junit, Python, Selenium, Git, IntelliJ, Jira, Confluence*

**Custodian May – August 2019**

Ottawa Catholic School Board

* Managed summer school facilities to understand and meet the needs of program coordinators, resolve potential issues, and create a positive work atmosphere
* Safely performed daily tasks according to WHIMIS standards
* Successfully completed tasks requiring attention to detail on or ahead of schedule in an independent work environment

**APPLIED PROJECTS**

**Restaurant Ordering Web Application February 2020**

* Developed and tested a node server and client-side JavaScript to build a web application that allows users to make orders from different restaurants and send them to the server to be processed
* Successfully developed skills working with Pug, JavaScript, and HTTP Requests/Responses

**Android/iOS Messaging App** **January 2020**

* Developed mobile messaging apps natively for Android and iOS platforms which facilitated messaging through web sockets and a local NodeJS server

**Vehicle/Cell Tower Simulator** **November 2019**

* Implemented a GUI client/server-based simulation of vehicles roaming throughout a city and communicating with towers using TCP and Stream Sockets in C
* Solved difficult challenges such as multi-threading by looking at simple sub-problems to be solved in this implementation and following the development life cycle for an application

**iOS Projectile Motion Simulator March - April 2019**

* Developed an iOS application to simulate projectile motion in 2D space using touch-based events, object-oriented design, and the Quartz graphic system
* Produced test cases to compare with program output, resolve errors, and produce an accurate model

**RELEVANT SKILLS AND EXPERIENCES**

* Experience programming in Java, C/C++, Swift, Python, JavaScript, HTML, CSS
* Experience working with collaborative tools such as Github, Jira, and Confluence
* Successfully worked in team environments following Agile methodology
* Developed Android and iOS applications natively using framework API’s, XML, and MVC programming principles
* Implemented efficient search algorithms, simulations, recursive functions, and image processing in Python
* Produced clear and comprehensive documentation for various software projects including the use of Javadoc and UML
* Applied black box debugging techniques to test edge cases and identify bugs within software

**EXTRACURRICULAR EXPERIENCE**

**Mentor January 2020 - Present**

Science Student Success Centre

* Working alongside other mentors to plan and facilitate the Carleton Coding Challenge and give workshops relating to technologies such as Git
* Acting as a resource for other students looking to develop strong academic skills in the sciences

**Organizer September 2019 - Present**

cuHacking

* Collaborated with other organizers to plan hackathon workshops, speakers, schedules and activities

**Director October 2017 - April 2018**

St. Paul High School Robotics Team

* Planned and facilitated regular team project meetings regarding competition builds for the IEEE Arduino Challenge
* Developed and lead weekly lesson plans on electronics, hardware, and coding for members to learn and build STEM skills

**RECORD OF GRADES**

Ben Mask

Computer Science Honours – 2nd Year Undergraduate

**Carleton University**

Cumulative Grade Point Average 11.8/12.0 (A)

Number of Academic (4 month) Terms Completed: 3

Graduation Date: June 2023

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| **Course Number** | **Course Name** | **Letter Grade** |
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| **1000 Level:** | | |
| COMP1405 | Introduction to Computer Science I | A+ |
| COMP1406 | Introduction to Computer Science II | A+ |
| COMP1601 | Introduction to Mobile Application Development | A+ |
| COMP1805 | Discrete Structures I | A+ |
| CLCV1003 | Survey of Roman Civilization | A+ |
| HIST1001 | The Making of Europe | A+ |
| MATH1007 | Elementary Calculus I | A |
| MATH1104 | Linear Algebra for Engineering or Science | A |
| PSYC1001 | Introduction to Psychology I | A- |
| **2000 Level:** | | |
| COMP2401 | Introduction to Systems Programming | A+ |
| COMP2402 | Abstract Data Types and Algorithms | A+ |
| COOP1000 | Co-op Preparation | SAT |
| MATH2107 | Linear Algebra II | A+ |
| RELI2230 | Global Christianity | A+ |
| STAT2507 | Introduction to Statistical Modeling I | A+ |
| COMP2402 | Introduction to Software Engineering | A+ |
| COMP2406 | Fundamentals of Web Applications | A+ |
| COMP2601 | Mobile Applications | A+ |
| COMP2804 | Discrete Structures II | A+ |
| STAT2509 | Introduction to Statistical Modeling II | A+ |