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Bennett Bernardoni

bbernardoni.com github.com/bbernardoni

Education

Batavia High School
Graduated with Highest Honors and Class rank of 1
August 2011 - May 2015
University of Illinois Urbana-Champaign
GPA: 3.88
Bachelor of Science in Computer Science
August 2015 - May 2019
Minor in Electrical and Computer Engineering, and Music

Work and Leadership Experience

Argonne National Laboratory

Lemont, IL

Research Aide

Jun 2017 - Aug 2017

- > Designed an algorithm for using a remote RAM pool to enable in situ processing.
- > Performed several experiments to test the algorithm's effectiveness.
- > Submitted a paper to the ISAV 2017 workshop as part of the SC17 conference.

Genesis Automation

St Charles, IL

Programmer

Jun 2015 - Jan 2017

- > Programmed drivers and state machines to control the operation of the automation equipment.
- > Designed and implemented various applications to improve efficiency such as easier computer installation, an improved label printer, and a machine IO code formatter.
- > Worked with members of the sales department to develop macros for commonly used spreadsheet templates and several web applications to replace their paper versions.
- > Designed a method for the machine's code to compile and execute DLL scripts.

iRobotics

Urbana, IL

Programming Lead

April 2016 - Present

- > Hosted programming sub-team meetings and developed training material for new members.
- > Wrote the software architecture to section the code into individually assignable segments.

FRC Robotics

Batavia, IL

Programming Director

December 2013 - April 2015

- > Wrote and integrated code from the other eight members of the programming team.
- > Participated in board meetings and built the team infrastructure.

Skills

Comfortable Languages: C++, C, MPI, Java, Python, Z80 Assembly, MIPS Assembly, Verilog, Haskell, R, Matlab, PHP, JavaScript

Familiar Languages: Android Development, C#, OpenMP, Charm++, Batch, Bash, Visual Basic, OpenOffice Basic, Lua, 6502 Assembly

Selected Projects

Swerve Drive Demonstration: Developed a Java application to demonstrate the functionality of a drive system constructed for robotics.

Euler Problems: Solved a series of hard mathematical and computing problems in order to improve my skills in Java, C++, and Haskell.

Various Puzzle Solvers: Designed and wrote several complex algorithms to solve puzzles such as a Rubik's Cube, a minesweeper variant, and a game of Tetris.

Math Program: Created a math program for the TI-83+ to complete math homework faster. Ported to Z80 assembly to improve operational speed and add features not previously possible.