BENJAMIN PIRO

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Education

Rochester Institute of Technology   **Expected May 2025**
Dual Degree Masters/Bachelors of Science in Computer Science   *Rochester, NY*
3.97 GPA (4.0 Beste Note)

Universität Osnabrück   **Summer Semester 2023**
Study Abroad Semester for Bachelors of Science in Cognitive Science   *Osnabrück, Lower-Saxony, Germany*

Relevant Coursework

- Mechanics of Programming
- Analysis of Algorithms
- Introduction to Software Engineering
- Principles of Data Management
- Machine Learning
- Introduction to AI & Logic Programming
- Introduction to Computational Linguistics & NLP

Experience

Carestream Health, Inc.   **October 2021 – May 2022**
Image View Software Engineer Intern   *Rochester, NY*
- Collaborated with a team of developers on an X-Ray patient management web application utilizing AngularJS front-end and ASP.NET back-end interfaces.

Crossmen Productions   **August 2020 – January 2021**
Software Engineer Volunteer Intern   *Rochester, NY*
- Orchestrated backend user authentication using hashing libraries in Python in order to securely store user data for a Flask web application accessible to members of the Crossmen Drum & Bugle Corps.

Projects

ML: TensorNet | *Personal Project*   **August 2023 – September 2023**
- Developed versatile feed-forward neural networks using Python, Tensorflow and NumPy.
- Applied object-oriented methodologies to enable the incorporation of personalized activation functions, error metrics, and diverse backpropagation strategies.
- Pioneered advancements in network design by establishing a framework to accommodate unrestricted variations in network architecture.

League of RIT Email Verification Bot | *Club Inspired Project*   **August 2023**
- Crafted a Discord bot aimed at streamlining the verification of incoming RIT students for the League of RIT club's official Discord server.
- Leveraged the Google Cloud Services API to effectively store user form information.
- Orchestrated the deployment of the bot within containers via Kubernetes, ensuring seamless hosting, while also upholding the security of confidential data through the utilization of Kubernetes secrets.

MonoFantasy | *Personal Project*   **June 2020 – December 2020**
- Utilized the MonoGame C# Framework in Visual Studio IDE and Git for version control to develop a top-down retro role-playing game.
- Programmed GUI, game logic and collision detection system to simulate a modern RPG without the use of a game design engine.

Technical Skills

Natural Languages: English (fluent), German (B1)
Formal Languages: C/++, C#, Java, JavaScript, Python, SQL, Prolog
Developer Tools: Visual Studio, Vim, Trello, GitHub
Technologies/Frameworks: Linux, LaTeX, React, NodeJS, Jupyter Notebook, Scikit-Learn, NumPy, Pandas, Tensorflow

Honors / Extracurricular

Parlamentarisches Patenschafts-Programm 40th Cohort Fellow

Rochester Institute of Technology   **Honors**
- RIT Outstanding Undergraduate Scholar Award Recipient
- Golisano College Computer Science Department Outstanding First Year Award
- Honor Society of Phi Kappa Phi Active Member
- RIT Presidential Scholarship