

Benjamin Chau

Providence, Rhode Island | 401-263-0726 | ben842002@uri.edu | <https://github.com/ben842002> | <https://www.linkedin.com/in/benjamin-chau/> | <https://ben842002.github.io/>

EDUCATION

University of Rhode Island

Bachelor of Science in Computer Science

Kingston, RI

May 2024

GPA: 3.73/4.00

- Dean's List (all semesters)
- June and James Diller Endowed Scholarship Recipient

TECHNICAL SKILLS

C++, C#, HTML, CSS/Bootstrap, Java, JavaScript, Python, Unity Game Engine, Visual Studio Code, GitHub, Visual Studio Community, Sony Vegas Pro, Zoom, Microsoft Office, Webex, Google Suite

RELEVANT COURSEWORK

- Object Oriented Programming
- Data Structures and Abstractions
- Software Engineering
- Technical Writing

EXPERIENCE

University of Rhode Island

CS Teaching Assistant

Kingston, RI

January 2022 - Present

- Assist professor during class with group activities for over 80 students in the course Survey of Computer Science (Python)
- Schedule and maintain weekly office hours to meet with students to help with programming assignments and to reinforce computer science concepts introduced in class

PROJECTS

"Bismond's Adventure", 2D Top Down Java Game

February 2022 - Present

- Assist in leading a team of 11: organize meetings, delegate tasks, help teammates with programming
- Programmed a player movement and keyboard input script utilizing libGDX, a Java game development application framework

Convex Hull

November 2021 - December 2021

- Collaborated with two classmates to create a program that identifies the convex hull of a set of Cartesian coordinates by implementing the Graham Scan Algorithm in C++
- Assisted in an interactable visualization using Simple and Fast Multimedia Library (SFML) that reads and displays coordinates alongside an outline of the formation of the surrounding convex closure

Personal Website

November 2021 - December 2021

Personal Project

- Designed a responsive website to showcase skills, personal projects, resume, and interests using HTML, CSS, and JavaScript

"Hiragana Seito Defense", 2D Japanese Typing Unity C# Game

September 2021 - Present

Personal Project

- Programmed a custom input and word system that determines if a set of inputted keys from an English keyboard equates to a romanization of a Japanese phonetic character
- Developed an automatic save and load system utilizing JSON serialization

"The Wandering Hero", 2D Top Down Unity C# Game

June 2021 - August 2021

Personal Project

- Designed and programmed a custom quest system using enumerations
- Programmed and implemented a custom audio system to save, play, and adjust sound properties of imported audio files
- Programmed a player save and load system using binary formatting

"A Nomad's Journey", 2D Platformer Unity C# Game

March 2021 - June 2021

Personal Project

- Programmed player/enemy movement using Unity's Rigidbody2D and Physics2D libraries
- Coordinated complex enemy behavior states (dashing, dodging, attacking) with code and animations
- Utilized Unity's Cinemachine library to execute dynamic camera movements (shake, zoom, panning)