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**Portfolio** – benaymane.github.io
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## EDUCATION

**Bachelor of Science, Computer Science – 3.3 GPA**
University of California, San Diego. June 2018

**Associate of Science, Mathematics – 3.8 GPA**
Berkeley City College, Berkeley. June 2015

## TECHNICAL SKILLS & QUALIFICATION

- *Programming languages* – C#, C++, C, Java, OCaml, Haskell, Python, Bash, SPARK, MIPS
- *Server-side & Database Development* – MySQL, PHP, Apache, Redux, AWS EC2
- *Client-side Development* – HTML5, CSS3, React, JavaScript (js), jQuery, AWS Elastic Beanstalk
- *Native Development* – Android development, Game development, Desktop Application development
- *Operating Systems* – Windows, macOS, Linux-based: Ubuntu, CentOS and Kali Linux
- *Tools* – Unity3D, Android Studio, XCode, Visual Studio, Visual Code, GitLab

## RELEVENT COURSE WORK

- Theory of Computation
- Web Client Languages
- Compiler Construction
- Computer Architecture
- Algorithm Design & Analysis
- Basic & Advanced Data Structures
- Math & Systems Analysis
- Software Engineering Principles
- Embedded System Design Project
- Component & Design Digital Systems
- Principles of Computer Operating Systems
- Programing Languages: Principle & Paradigm

## PROFESSIONAL EXPERIENCE

*Bentley Systems, Software Engineer Intern – San Diego, CA* *June 2017 – September 2017*

- Aided on establishing a reference architecture for scalable, cross platform, microservices
- Participated in the transition from software licensing model to SaaS model.
- Built, with a team, a training course with prototypes, best practices, and styling conventions documentation to introduce future developers to the new stack.
- Coded and Unit-tested each and all programs using C# and .NET framework to establish the correctness and maintainability of the code.
- Took initiative to manage and split tasks between interns.

*University of California San Diego, Tutor & Grader – San Diego, CA* *January 2016 – October 2017*

- Taught hundreds of students complex Data Structure algorithms and clarified projects written in Java.
- Created innovative techniques that went beyond standards, such as authoring extra slides about programming languages, to ease the learning of new concepts to students.
- Generated impromptu brainstorm problems to test the students' knowledge of the materials being discussed or related concepts to adapt to the students' needs.
- Designed homework exercises along C program coding challenge to introduce students to the language.

## PROJECTS

*DietBud – Phone App*

- Self-directed design and implementation of a fully functioning a nutrition and calories counter consumer friendly app where users tracked daily intake of calories, carbs, proteins and fats.
- Coded and implemented all functionality including an easy to use calorie and nutrition input U.I. and innovative features like creating a meal set for quick and easy re-use.
- Classes and inheritance hierarchy were used to separate components of the app.

*KEYWORDS* – Unity3D, C#, Inheritance, Error Handling, Sound configuration, App Store

*Lifeskills – Phone App*

- Connected a pre-existing mobile game application to a local text-based database to add new functionality to the application.
- Implemented features included registration, saving game progress and saving or updating personal information.
- Joined by a team, designed a brand-new theme and U.I. for the game application.

*KEYWORDS* – Unity3D, C#, PHP, String Parsing, Score handling, Adapters

*Auxilium Hub – Web App*

- Identified a market opportunity where tutors lacked exposure to students on UCSD campus.
- Solved for this market opportunity with a dual market model where tutors can increase and target their exposure to students, and where students can compete for the best tutors.
- Created, built and deployed a semi-functioning web app prototype including intelligent notifications and responsive U.I. front end.

*KEYWORDS* – HTML5, CSS3, PHP, MySQL, PHP MyAdmin, JavaScript, jQuery