Benjamin J. DeAcetis

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SKILLS

- Languages:
 - o *High Proficiency*: Python, Java, C, C++, OCaml.
 - o Basic Proficiency: HTML, Lisp (Spring 2024).
- **Applications:** GitHub/Git, Linux OS, Microsoft Suite, IntelliJ, Figma, Visual Studio Code, CIS-CAT Pro Assessor, Adobe Photoshop, Slack, PuTTY.
- Awards: Deals List, Outstanding Teaching Assistant 2023, Seal of Biliteracy in Spanish.
- Concepts: Object Oriented Programming, Machine Architecture/Learning, Artificial Intelligence.

EDUCATION

University of Minnesota - Twin Cities - *Minneapolis, MN*

May 2025

Bachelor of Science in Computer Science and Minor in User Experience Design

3.8/4.0 GPA

EXPERIENCE

University of Minnesota College of Science and Engineering

Aug. 2022 – Present

Teaching Assistant

Minneapolis, MN

- Leading more than half of all lectures and promoting student involvement during discussions.
- Grade weekly assignments for a class size of 40 students in Canvas, leaving helpful feedback comments.
- Hold weekly office hours for students and communicate announcements with students by email.
- Host "one-on-one" meetings with each student for 15 minutes during the semester on top of course load.

Rust-Oleum Corporation

May 2023 – Aug. 2023

Information Technology Intern

Vernon Hills, IL

- Worked alongside the IT Department with a specialization in Cybersecurity.
- Scanned computer hardware using CIS-CAT Pro Assessor application then organized findings in an MS Excel file to allow more efficient security configuration updates.
- Configured CISCO routers and switches using PuTTY application and updated configuration files based on CISCO IOS XE Hardening Guide.
- Configured HP computers for employees by installing hardware/printers, downloading packages, and syncing data across computers if needed.

University of Minnesota Health Sciences Library

Jan. 2022 - Dec. 2022

Student Assistant Intern

Minneapolis, MN

- Aided 5+ professors with Zoom software, audio interface, Solstice, and videoconference environments.
- Prepared classrooms for planned lectures, testing equipment for functionality.
- Was available on the phone for emergency technical support and responded to problems efficiently.

EXTRACURRICULAR

Member — College of Science and Engineering Diversity & Inclusivity Alliance

October 2021 - Present

Attend monthly webinars for training and resources to help promote diversity/inclusiveness in my college.

Member — Design U

January 2022 – Present

- Non-profit organization that pairs students to work with local companies to provide prototype and UX/UI design services.
- Most recent project worked with a team of five to develop Figma prototypes for a client with a personalized weather app "Climatize", funded by NOAA.
- Meet with client weekly to display work and receive critiques to redesign.