Benjamin DeRenzi

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Career objective

Team player with adequate social skills and strong troubleshooting skills looking to expand my knowledge of software design and technology.

Education

Bachelor of science: Computer Science, 2019

CUNY, College of Staten Island - Staten Island / NY

Relevant coursework: Software Engineering, Software Design, Data Structures, Analysis of algorithms,

Database Systems, Web Development, Computer Game Programming

Skills

Programming languages: c++, Python, C#, JavaScript, HTML, CSS, SQL

Technologies: Bootstrap, Django, PyCharm, AWS Cloud9 EC2, GitHub, Git.

Experience

Barista April 2015 - currently employed

Starbucks - Staten Island, NY

- Maintaining adequate communicative / cooperative skills while remaining calm. serving hundreds of customers per day while making sure their individual needs are met.
- Responsible for training several new Baristas starting out the job.

Projects

<u>Space Shootout</u> - developed a 2d shooting gallery Unity game Where the player attempts to shoot as many enemy spaceships as possible to achieve a high score.

<u>Django web project</u> – Developed a full-stack website using Django web framework. Implementing SQL lite database, html, CSS, JavaScript. Currently the project works as a playground where I can learn more about how request handling works along with the model template views paradigm of Django.

<u>Insertion sort / merge sort analysis</u> – wrote a project in python that performs insertion and merge sort on a set of randomly generated numbers to collect data and analyze in which cases which algorithm had the best performance.

<u>Django Blog Project</u> – Django Web application that serves as a blog. A user can Create, Read, Update, and Delete posts. Users can also leave comments on the posts, which are then approved or denied for publication.

Hobbies / Interests

Pianist, Computer Repair, Hiking, Biking, Meditation, Skateboarding