Benjamin Friedman

Contact Information:

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Education:

University of Massachusetts Lowell   Expected Graduation: May 2022
Bachelor of Science in Computer Science   GPA: 3.73
Minor in Mathematics
Relevant Coursework: Computing II (Data Structures/Sorting Algorithms), Computing III/IV (OOP), GUI Programming I, Operating Systems, Organization of Programming Languages, Computer Architecture, Assembly Language Programming
Awards: Dean's List Honors every semester.

CS Skills

- Proficient in C/C++, Java and HTML/CSS.
- Working in Visual Studio and Linux.
- Quick learner capable of working with new languages and technologies.
- *Website:* https://benfriedman97.github.io

Work Experience:

UMass Lowell Centers for Learning   July 2019 - present
Tutor/Teaching Assistant

- Tutor students in calculus I/II, intro to programming, data structures/algorithms, and object oriented programming.
- Worked twice as a teaching assistant for a calculus class.

UMass Lowell Computer Science Department   January 2020 - present
Grader

- Grade student programming assignments in the data structures class.
- Developed a GitHub repository with a comprehensive series of tests for the 12 assignments and programs given during the semester.

Projects

Unbeatable Hangman Game (C)   September - December 2019

- Used a dictionary file of over 127,000 words to create a virtually unbeatable hangman game. It is not beatable unless the user selects a very high amount of guesses.
- Developed a string interface similar to the string classes in modern object-oriented languages, a generic vector interface for objects, and an AVL tree interface customized for the game. Implemented C opaque object design for the interfaces.
- Developed a more efficient method of extracting a vector from the AVL tree which led to the removal of some lag in early rounds of the game.
- Completed the game with zero memory leaks.
- Gained experience in unit testing