

Benjamin Tiong

☎: (437) 771 8035 | ✉: benjamingtiong2019@gmail.com | in: <https://www.linkedin.com/in/benjamin-tiong/>

SUMMARY OF SKILLS

- An extensive understanding of **Python, SQL, HTML, Linux, Shell Scripting, Java, C, and C++**
 - Exceptional collaboration skills and quick comprehension of new concepts, a valuable addition to any team
 - Analytical and detail-oriented, maintaining a high level of accuracy and precision
 - Efficient organization of time and tasks, ensuring high-quality and timely objective completion
 - A strong desire to continually learn and develop professional skills while contributing the company's goals
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EDUCATION

Bachelor of Computing (Honours)

2020 - Present

Queen's University - Kingston, ON

- Majoring in Computer Science, specifying in Fundamental Computation
- Awards: Dean's Honour List (2020-2021)
- Cumulative GPA of 3.95 (4.3 Scale)

Courses: Fundamentals of Software Development, Software Architecture, Software Quality Assurance, Database Management Systems, Data Structures, Algorithms, System Level Programming, Human-Computer Interaction

PROJECTS:

The Collection Showcase - Portfolio Website (HTML, CSS, JavaScript): 2023 - Present

- Developed a professional portfolio website aimed at showcasing my skills, achievements, and experience
- Used various tools and technologies, such as Git, VS Code, and jQuery, to streamline development
- Implemented various interactive features and functionalities, such as a navigation menu, contact forms, etc, to enhance user engagement and facilitate communication with potential employers or clients

QB&B - Housing Website (HTML, Python, SQL, Dockerfile): 2021 - 2022

- Developed a housing website application used as an online platform for vacation rental bookings
- The application allows registered users to create listings for vacation house/apartment rentals, which can be booked by other users through the platform
- The application was security-tested for SQL injections using pytest test cases and deployed using Docker containers, which allows for easy bundling of dependencies and sharing through DockerHub

QBUZZ - Buzzer System Web Application (C++, Python): 2021 - 2022

- Designed and developed a Trivia game with a buzzer system web application using C++ and Python
- Implemented the GUI using Python for visual appeal and constructed the base functionality in C++ for code to operate seamlessly, enabling individual or team play in a dynamic and interactive manner
- Planned to incorporate physical buzzers through Arduino, creating an enhanced experience for players

Stressful Escape - 2D Adventure Game (Python, Pygame): 2020 - 2021

- Designed various mini-games, with unique gameplay mechanics and self-designed sprites/images
 - Developed gameplay mechanics based on keyboard and mouse inputs, creating immersive UX
 - Conducted thorough testing and debugging to ensure high-quality gameplay and smooth functionality
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EXPERIENCE

Intern - Department of RPS

May 2022 - Aug 2022

Manulife - 200 Bloor St East, Toronto, ON. M4W 1E5

- Performed Quality Assurance on over 300+ items of different sorts
- Extracted information from the Apollo database to generate information for comp breakdowns, provided in a spreadsheet on Microsoft Excel
- Effectively communicated with representatives, kept a track of logs and responded in a timely manner