Benjamin Heinen

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Education

University of Minnesota, Twin Cities

Minnesota

May 2026

Bachelor of Science in Computer Science

GPA: 4.0/4.0

• Relevant Coursework: Algorithms and Data Structures, Programming in C, Programming Concepts, Computing and Problem Solving, Calculus 2

Skills

Languages: C, HTML/CSS, Java, JavaScript, Python, SwiftUI, TypeScript **Frameworks/Libraries:** NodeJS, React, ChakraUI, NumPy, PyGame

Tools: Firebase/Firestore, Git, MySQL, Unix, Docker

Concepts: Data Structures, Machine Learning, Object-Oriented Design, Software Engineering, Web Development, UX

Experience

Full-Stack Developer

June 2024 - Present

Social Coding @ UMN

APAS Extension

- Developed a Chrome extension using JavaScript, HTML and CSS to enhance APAS
- Collaborated with students to identify and resolve performance issues, leading to a more efficient product
- Enhanced UX by rewriting front-end protocols, making the interface more intuitive and user-friendly
- Improved back-end functionality by implementing processes that met performance and security standards

Projects

heinen.lol | React, ChakraUI, Firebase/Firestore

March 2024 - Present

- Engineered a highly responsive and visually appealing portfolio website utilizing React and Chakra UI, effectively highlighting professional achievements and project showcases
- Leveraged Firebase to implement seamless real-time data synchronization and analytics

Raycasting Engine | Python, PyGame, NumPy

March 2024

• Computed matrix transformations using NumPy and PyGame libraries to optimize the engine, improving computational efficiency and accuracy in rendering 3D scenes

Data Structures Repository | Java

Jan 2024 - June 2024

- Spearheaded the collaborative development of a comprehensive library containing essential data structures and examples with peers in a classroom setting
- Engineered optimized implementations of data structures to enhance performance and speed, resulting in improved efficiency