

Benjamin Hess

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📍 Santa Cruz, CA

WORK EXPERIENCE

City of Vacaville — Student Intern

JUNE 2023 - SEPTEMBER 2023, 24 HOURS / WEEK

- Updated website design and information on 50+ pages using Javascript and a content management system.
- Assisted with server maintenance and broadcasting council meetings.
- Used products from the Microsoft Office Suite such as Word and Excel regularly.

Hackingtons — Assistant Instructor

NOVEMBER 2018 - SEPTEMBER 2021, 8-10 HOURS / WEEK

- Taught coding to students ages 8-15.
- Taught Python, HTML, CSS, JavaScript, C# (Unity Engine), and Scratch.

OTHER RELEVANT EXPERIENCE

Slugbotics — Team Member / Software Lead

FALL 2022 - PRESENT

- Participating in the MATE ROV Competition at UCSC.
- Working with a team to build and program an underwater ROV to complete specific challenges.
- Developing microcontroller, networking, and computer vision software for autonomous control of the ROV.

CruzHacks — Team Member

WINTER 2023

- Won the “Best use of Microsoft Azure” category for creating an event sharing website for UCSC students using React, Express, and Azure.

FIRST Robotics Team 5496 — Team Member / Software Lead

FALL 2022

- Developed systems for autonomously controlling a robot using computer vision systems.

EDUCATION

University of California, Santa Cruz — BS in Computer Science: Game Design

SEPTEMBER 2021 - PRESENT

EXPECTED GRADUATION: JUNE 2025

GPA: 3.57/4.0

Relevant Coursework: Programming Abstractions: Python, Computer Systems and C Programming, Data Structures & Algorithms, Computer Systems and Assembly Language, Artificial Intelligence, Fundamentals of Compiler Design.

School projects

- Developed a simple machine learning library in Python that can perform automatic gradient computation.
- Developed a compiler for a C-like programming language.

SKILLS

- C
- C++
- Git / Github
- Linux
- Windows
- TypeScript
- JavaScript
- HTML / CSS
- Express.js
- Node.js
- Unity Engine
- Go
- Java

PERSONAL PROJECTS

- **Cellular Automata Explorer:** A website written in JavaScript which allows users to create and experiment with various cellular automata.
- **DatamuseDotNet:** A client library for the Datamuse word-finding API written in C#.