Ben Holbrook

Software Developer

WORK EXPERIENCE

Retail Helpline Analyst (Co-op) | Summer 2024

- Resolved over 850 support tickets through efficient problem solving.
- Provided operational support for more than 1100 retail stores.
- Enhanced communication skills through regular interaction with clients and team members

PERSONAL PROJECTS

Chess Game | 2023 – Present

- Developed a Java based chess program following object-oriented methodologies.
- Implemented an interactive drag and drop GUI using Java AWT.

EDUCATION

Bachelor of Computing, Software Engineering (Co-op) | 2022 – Present

University of Guelph, Guelph, ON

- Currently maintaining a 91% average.
- Completing a minor in Business.

Key Academic Projects

Full Stack Pool Game Development Project (2024):

- Developed and hosted a pool game on a Python web server, integrating it with a custom physics library created in C.
- Designed and implemented an interactive GUI using jQuery and DOM manipulation.
- Utilized SQLite for database management to store various game states.

Associative Array Library Project (2023):

- Developed an associative array API in C which provided insert, query and delete operations for key/data pairs using a hash table.

Formula 1 Website Development Project (2023):

- Used HTML with CSS styling to develop a website from scratch explaining the sport of Formula One racing to new fans.

CONTACT

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TECHNICAL SKILLS

Languages:

C, Python, Java, HTML, CSS, SQL

Operating Systems:

Mac OSX,
Windows,
Linux

Development Tools:

Git, Trello, Slack, Docker

Other Skills:

Agile Software Development,
Pair Programming,
Unit Testing,
Valgrind,
Microsoft Office Suite,
Version Control Practices

RELEVANT COURSEWORK

Data Structures,
Algorithms,
Object-Oriented Programming,
Operating Systems,
Web Design,
User Interface Design,