CONTACT

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🌐 http://www.github.com/benj12

EDUCATION

2018-2022

CLEMSON UNIVERSITY
- Bachelor of Science in Computer Science
- Minors in Mathematical Sciences and Physics
- GPA: 3.44 / 4.0

TECHNOLOGY

- MacOS
- Linux
- Bash
- React Native
- Firebase
- Windows
- Flutter
- Supabase
- Playwright

CODING LANGUAGES

- C
- Java
- Python
- C++
- JavaScript
- HTML
- CSS
- Dart
- Vue.js
- .NET

BENJAMIN T. WILLIAMS
COMPUTER SCIENTIST

WORK EXPERIENCE

Siemens Digital Industries Software
JUNE 2022- PRESENT

Implementation Consultant II

- Built commands for user input via dialog boxes, integrating C/C++ services
- Served as a lead coder and subject matter expert in automation- automated Excel data import into Teamcenter (~200 lines) using Playwright, Node.js, and JavaScript
- Created a logging command in Active Workspace to capture and store user inputs
- Presented on automated testing with Playwright at CCSC (Converge Customer Success Conference); ranked in top 8 for attendance and engagement

Naval Information Warfare Center Atlantic (NIWC Atlantic)
MAY 2021-AUGUST 2021

Software Engineering Intern

- Programmed synchronization between a spectrum analyzer, system clock, and GPS time using C
- Captured and analyzed frequency sweep data in 100 ms intervals, outputting time-stamped interference values to CSV
- Developed tools to calculate noise floor and threshold values from spectral data

NREIP Intern (Naval Research Enterprise Internship Program)
JUNE 2020- AUGUST 2020

Mobile Application Developer Intern
- Built a bottom tab navigation and core layout for the Cyber Camp App using JavaScript and React Native
- Created announcement and student info pages with Firebase integration and accordion-style display using HTML, CSS, and JavaScript
- Contributed to the web portal's initial design and structure
- Co-taught a Minecraft programming class using Python

SIDE PROJECTS

iOS Push Notifications App - *Flutter/Dart, Local Notifications, Persistent State*
AUGUST 2024 – JULY 2025

- Solely developed the iOS app in Flutter and Dart, building the full UI and implementing core features based on design feedback from peers.
- Created a push notification system with both daily scheduled alerts and on-demand triggers using flutter_local_notifications.
- Built a toggle-based notification scheduler with persistent state via SharedPreferences, giving users full control over a 14-day reminder cycle.
- Displayed a dynamic "days remaining" indicator to track user progress through the notification period.
- Implemented time zone–aware scheduling and deep linking to route users directly to specific app screens from notification taps.
- Added snackbar confirmations to provide immediate feedback when notifications are scheduled
- Developed and tested a clean, mobile-optimized interface with responsive layouts and smooth interactions on iOS devices.