BENJAMIN SAENZ

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EDUCATION

UNIVERSITY OF MARYLAND – COLLEGE PARK   College Park, MD
Bachelor of Science in Computer Engineering   May 2026
Cumulative GPA: 3.82/4.0 | Dean's List 2022 – Present | Team AETHER - Gemstone Research Honors College
Relevant Coursework: Object-Oriented Programming, Data Structures & Algorithms, Discrete Structures, Computer Systems

TECHNICAL SKILLS & CERTIFICATIONS

Languages & Technologies: Java, Python, C, HTML, CSS, JavaScript, React, MATLAB, Git, Agile, SCRUM
Certifications: Lyft Back-End SWE Program | CodePath: Advanced Technical Interview Prep & Web Development Course

WORK EXPERIENCE

PROJECT MANAGEMENT INTERN   McLean, VA
Easy Dynamics Corp   Jan. 2023
- Conducted interviews with a variety of Key Stakeholders to better understand the current state of delivery and documentation on each company program
- Reviewed undocumented code for contract proposal demos, mapping out different functionality of the applications
- Designed custom architecture documentation incorporating aspects of Zachman, TOGAF, 4+1, and C4 frameworks

DATABASE MAINTENANCE SPECIALIST   College Park, MD
Office of Multi-Ethnic Student Education   Sep. 2022 – Present
- Collected and organized 1,500+ data entries into effective storage systems / databases to analyze program engagement
- Corresponded with 100+ students to provide technical support and to improve program resource engagement by 30%

PRIVATE STEM & PROGRAMMING TUTOR   College Park, MD
College Prep Excellence Roadmap Academy   Feb. 2023 – Present
- Designed 20+ lesson plans based on student's needs and interests saving 20 hours of study materials research monthly
- Communicate and visualize fundamental programming and math concepts with a 100% student satisfaction rate

DESIGN ENGINEERING RESEARCH INTERN   College Park, MD
First Year Innovation & Research Experience   May. 2023 – Jul. 2023
- Optimize unmanned underwater remote robotics increasing underwater propulsion by 50% using Bayesian optimization
- Built and tested 9 designs based off parameters selected using Latin hypercube sampling constructed using R
- Presented final product and documentation to 100+ students and 10 distinguished professors at a research conference

PERSONAL PROJECTS

BLUEBULL! WEB-BASED GAME   Mar. 2023
- Coded 5+ object-oriented features of the application using fundamental programming principles and debugging
- Implemented game collision physics using polymorphic class used by 100% of sprites and obstacles in-game

BEATSCAPE AI-MUSIC PLAYER APP   Jan. 2023
- Designed & structured frontend GUI in python using Tkinter library consisting of 4 pages of content & functionality
- Integrated OpenAI DALL-E Image generator using open API to integrate 10+ unique album covers into software
- Managed and planned group code reviews throughout software development life cycle on Trello saving 5hrs. weekly

ACTIVITIES

TEAM LEADER & CHAIR OF PROFESSIONAL DEVELOPMENT COMMITTEE   College Park, MD
College Success Scholars   Aug. 2022 – Present
- Present and engage audience at student events aimed at supporting 120+ student's academic and professional success
- Lead 5 committee members in planning and coordinating 5+ student events using monthly agendas and deadlines

AMAZONNEXT SCHOLAR   College Park, MD
Organization Member   Jun. 2023 – Present
- Collaborated with 3 developers to solve 20+ data structures and algorithm problems using the UMPIRE algorithm development framework principles and several programming languages; Received $5,000 scholarship