Benjamin Carney

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benjamincarney.github.io

EDUCATION

University of Michigan, Ann Arbor, MI

April 2020

GPA: 3.14/4.00

Bachelor of Science in Computer Science Minor in Music Performance

Coursework: Data Structures and Algorithms, Discrete Math, Calculus I & II, Probability, Statistics, Computer Organization, Computer Security, Physics I, Spanish

EXPERIENCE

Delivry Co, Ann Arbor, MI

April 2018 - August 2018

iOS Development Intern

- Collaborated alongside fellow iOS development interns in the designing and implementation of front-end interface using Swift programming language to achieve clean and reliable app functionality
- Incorporated several external APIs including GoogleMaps, Stripe, and AlamoFire in order to enhance app features and capabilities
- Performed unit-testing for over a thousand lines of code to ensure fast and reliable user experience

Clinton River Watershed, Rochester Hills, MI

April 2017 - August 2017

Education and Research Intern

- Collected, analyzed, and logged water quality data retrieved from over 760 square miles of urban landscape in order to gauge severity of local stream degradation and pollution
- Compiled and presented stream quality data to supervisors and fellow employees, identifying problem-areas throughout various Metro Detroit communities
- Engaged in multiple education initiatives with local schools that were aimed at increasing stream quality awareness among grade-school students

At-Home Music Lessons, Rochester Hills, MI

November 2015 - August 2016

Music Instructor

- Conducted private, one-on-one guitar, bass guitar, and piano lessons with several personal students focused on refining individual performance technique and ability
- Created curriculums personally attuned to each student's musical ability which aimed at encouraging consistent musical growth and expansion of knowledge
- Coordinated large, bi-annual music recitals showcasing over one hundred individual student's personal progress over a 6 month period

PROJECT EXPERIENCE

Garduino

Automated Irrigation System

April 2018 - August 2018

- Utilized arduino microcontroller to automate irrigation system within my personal garden throughout the spring and summer seasons of 2018, producing a yield of crops open to general public to pick and enjoy from
- Implemented code in C++ which read input soil moisture data from resistive soil-moisture sensor, resulting in either the flow or stoppage of water through gate within electric solenoid valve based on specific water-content threshold

Personal Website April 2018 - August 2018

A static website used to showcase personal projects

- Devoted free time throughout summer term to teaching myself HTML, CSS, Javascript, and Bootstrap framework in order to achieve the launch of my personal website for the Fall of 2018
- Self-taught a number of important web-development concepts essential to building accessible and responsive web pages for multi-platform viewing and interaction
- Utilized functional design concepts in order to achieve appealing and presentable appearance fit for the modern internet

SKILLS

Programming Languages

- Proficient: C, C++, Swift, Python, Java, Javascript, HTML, CSS
- Familiar: Objective-C, Ruby, R, PHP, SQL

Software and Development Tools

Git, XCode, Atom, Brackets, PyCharm, Unix, Mac OS, Microsoft Office

Languages

Spanish

EXTRACURRICULARS

Random Acts of Kindness Photography, General Member Michigan Hackers iOS Core Team Lead Phi Theta Kappa Honor Society September 2018 - Present September 2017 - Present September 2016 - Present