# Benjamin J. Kern

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## EDUCATION

**Loyola Marymount University** — *Physics & Computer Science*
AUGUST 2016 - PRESENT

Presently in Junior Standing; set to graduate in 2020 with a double major in Physics and Computer Science, and a minor in Applied Math.

## PROJECTS

**3D Rendering Engine** — *Programmed in Java*
Created a 3D rendering engine that also acts as a 3D graphing program, allowing a user to control the camera to view the graph from all angles.

**Neural Network Games** — *Programmed in Python*
Incorporated the TensorFlow library along with PyGame to have artificial agents learn to play 2-player games against each other in an unsupervised simulation.

**Calculus-Based Physics Simulators** —

*Programmed in C++*
Cultivated knowledge of Computer Science and Physics to program physics simulators, including a gravitized particle simulator and a fluid dynamics simulator.

## EXPERIENCE

**LMU College of Science & Engineering** —
*Physics & Mathematics Tutor*
SEPTEMBER 2017 - PRESENT

- Weekly tutoring to students enrolled in Math and Physics courses.
- Developed efficient ways to teach complex concepts to students, improving their understanding of the Physics & Math coursework.

**Pixelgate Networks** — *Technical Assistant*
MAY 2015 - AUGUST 2016

- Organized company's server facility to optimize process improvement and minimize supply costs.
- Built and performed maintenance on servers to establish internet security systems and optimize power supplies.
- Worked on technical projects to improve computing performance.

**Baskin Robbins,** Thousand Oaks, CA — *Assistant Manager*
MARCH 2016 - AUGUST 2017

- Managed day to day operations, including making cakes, shakes and ice cream creations, working the register, cleaning and closing up.
- Acted as store manager in many situations involving being at the store alone and serving customers.

## SKILLS

- Computer Programming
  Proficient/Expert* in:
  - Python*
  - JavaScript*
  - HTML/CSS*
  - Java*
  - Microsoft Office* (Word, Powerpoint, Excel)
  - Matlab*
  - C/C++
  - OpenGL
- Excellent Problem Solving Skills
- Outstanding Learning
- Exceptional Leadership
- Accomplished in Communication Skills

## RELEVANT COURSEWORK

- Deep Learning
- Artificial Intelligence
- Cognitive Systems
- Data Structures & Algorithms
- Theory of Computation
- Interaction Design

- Intro to General Relativity and Cosmology
- Quantum Mechanics
- Electromagnetic Fields & Waves

## INTERESTS

- Quality of Product
- Appreciation for Creativity and the Arts
- Love of Music - Listening, Creating (Singing, Composing, Producing)

References available upon request