
BENJAMIN RAN

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OBJECTIVE *Obtain a position as a software developer*

EDUCATION	University of California at Santa Cruz , Santa Cruz, California <i>Bachelor of Science, Computer Science</i>	2014–2017 (Expected)	
	- GPA: 4.00		
	Gunn High School , Palo Alto, California - GPA: 4.19 weighted, 3.83 unweighted	2010–2014	
PROFESSIONAL EXPERIENCE	Waterline Data , Mountain View, CA <i>Software Engineering Intern</i>	JUNE 2015–SEPTEMBER 2015 Website	
	- Configured and debugged HDFS environments - Wrote regression, integration and unit tests for primary product - Configured and worked with CDH and HDP Hadoop distributions using Kerberos authentication as well as Apache Sentry and Ranger authorization to ensure proper function of the Waterline Data Inventory in its interactions with HDFS and Hive		
	HackingEDU Hackathon <i>Developer</i>	OCTOBER 2015 Devpost Source	
	- Worked in a team of four to create a web page recommender Chrome extension.		
PRIVATE PROJECTS	PitchPatterns <i>Android Application</i>	JUNE 2014–PRESENT Source	
	- Developing an app to perform pattern recognition on pitches detected by microphone in order to give musicians intonation feedback		
	SoE Event Scraper <i>Web Service</i>	MARCH 2015 Source	
	- Created and deployed web crawler to scrape and publish a feed of UCSC Engineering events		
	Afraid of Flying <i>Android Application</i>	MAY 2014–JUNE 2014 Play Source	
	- Published an app to the Google Play store that uses multiple sensors to detect free fall		
SKILLS	- Android Development - Web Development - Backend Programming	- Hadoop - HDFS Administration - Kerberos	- Shell Scripting - Test Automation - CI Configuration
LANGUAGES	Java, Python, C, SQL, Bash, Javascript		
BUILD SYSTEMS	Maven, Gradle, Make		
VCS	Git		
INTERESTS	Programming, Jazz, Trumpet, Gymnastics, Windsurfing		