

# BENJAMIN RAN

Palo Alto, CA  
[benjaminran](https://www.linkedin.com/in/benjaminran)

650-814-1946  
[benjaminran@ucsc.edu](mailto:benjaminran@ucsc.edu)

<b>EDUCATION</b>	<b>University of California at Santa Cruz</b> , Santa Cruz, California <i>Bachelor of Science, Computer Science</i>	2014–2017 (Expected)	
	- GPA: 4.00/4.00		
	<b>Gunn High School</b> , Palo Alto, California - GPA: 4.19 weighted, 3.83 unweighted	2010–2014	
<b>PROFESSIONAL EXPERIENCE</b>	<b>Waterline Data</b> , Mountain View, CA <i>QA Intern</i>	JUNE 2015–SEPTEMBER 2015 <a href="#">Website</a>	
	- 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		
	<b>HackingEDU Hackathon</b> <i>Developer</i>	OCTOBER 2015 <a href="#">Devpost</a>   <a href="#">Source</a>	
	- Worked in a team of four to create a web page recommender Chrome extension. - Developed web crawler to find high quantities of related pages - Implemented an algorithm to determine relevant webpages based on browsing history		
<b>PRIVATE PROJECTS</b>	<b>InTune</b> <i>Android Application</i>	JUNE 2014–PRESENT <a href="#">Source</a>	
	Developing an app to perform pattern recognition on pitches played by musicians in order to give intonation feedback		
	<b>Afraid of Flying</b> <i>Android Application</i>	MAY 2014–JUNE 2014 <a href="#">Play</a>   <a href="#">Source</a>	
	Published an app to the Google Play store that uses multiple sensors to detect and react to free fall		
<b>SKILLS</b>	- Android Development - Web Development - Backend Programming	- Hadoop - HDFS Administration - Kerberos	- Shell Scripting - Test Automation - CI Configuration
<b>LANGUAGES</b>	Java, Python, C/C++, Javascript, Bash		
<b>BUILD SYSTEMS</b>	Maven, Gradle, Make		
<b>INTERESTS</b>	Programming, Jazz, Trumpet, Gymnastics, Windsurfing		