


BENJAMIN RAN

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OBJECTIVE	<i>Obtain a position as a software developer</i>		
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		JUNE 2015–SEPTEMBER 2015
	<i>Software Engineering Intern</i>		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		OCTOBER 2015
	<i>Developer</i>		Devpost Source
	- Worked in a team of four to create a web page recommender Chrome extension.		
PRIVATE PROJECTS	PitchPatterns		JUNE 2014–PRESENT
	<i>Android Application</i>		Source
	- Developing an app to perform pattern recognition on pitches detected by microphone in order to give musicians intonation feedback		
	SoE Event Scraper		MARCH 2015
	<i>Web Service</i>		Source
	- Created and deployed web crawler to scrape and publish a feed of UCSC Engineering events		
	Afraid of Flying		MAY 2014–JUNE 2014
	<i>Android Application</i>		Play Source
	- Published an app to the Google Play store that uses multiple sensors to detect free fall		
SKILLS	- Android Development	- Hadoop	- Shell Scripting
	- Web Development	- HDFS Administration	- Test Automation
	- Backend Programming	- Kerberos	- CI Configuration
LANGUAGES	Java, Python, C, SQL, Bash, Javascript		
BUILD SYSTEMS	Maven, Gradle, Make		
VCS	Git		
INTERESTS	Programming, Jazz, Trumpet, Gymnastics, Windsurfing		