

# BENJAMIN RAN

Palo Alto, CA  
f in benjaminran

650-814-1946  
benjaminran@ucsc.edu

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EDUCATION	<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
PROFESSIONAL EXPERIENCE	<b>Waterline Data</b> , Mountain View, CA <i>QA Intern</i> JUNE 2015–SEPTEMBER 2015 - 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> , San Mateo, CA <i>Developer</i> OCTOBER 2015 - 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 user's history
PRIVATE PROJECTS	<b>InTune</b> <i>Android Application</i> JUNE 2014–PRESENT Developing an app to perform pattern recognition of pitches played by musicians in order to give intonation feedback  <b>Afraid of Flying</b> <i>Android Application</i> MAY 2014–JUNE 2014 Published an app to the Google Play store that uses multiple sensors to detect and react to free fall
SKILLS	<div>- Android Development</div> <div>- Hadoop</div> <div>- Shell Scripting</div> <div>- Web Development</div> <div>- HDFS Administration</div> <div>- Test Automation</div> <div>- Backend Programming</div> <div>- Kerberos</div> <div>- CI Configuration</div>
LANGUAGES	Java, Python, C/C++, Javascript, Bash, Groovy, Scala, Spanish
BUILD SYSTEMS	Maven, Gradle, Make
INTERESTS	Programming, Jazz, Trumpet, Gymnastics, Windsurfing