

Benjamin R. Barnes

2710 Emerald St., Eugene, OR 97403 USA
(404) 217-9741 / benjaminrbarnes@gmail.com

EDUCATION	<i>Bachelor of Science</i> , Honors Program in Computer & Information Sciences University of Oregon, Eugene, OR, expected June 2016; GPA: 3.84
EXPERIENCE	<div><div><i>Software Engineer Intern</i> June 2015 - Present CBT Nuggets, Eugene, OR<ul style="list-style-type: none">• Maintained and added features to internal company statistics site using Node.js, AngularJS, and Javascript• Leveraged PostgreSQL, MongoDB, and Redis to manage and display data• Optimized algorithms used to parse and display data retrieved from databases• Practiced SCRUM software development; Used JIRA to manage bugs and tasks</div><div><i>Computer Science Teaching Assistant</i> January 2015 - June 2015 University of Oregon, Eugene, OR<ul style="list-style-type: none">• Attend labs for lower division Computer Science courses to assist Graduate Teaching Fellows in teaching students the core computer science concepts• Work with team of assistants in grading projects that the students submit on a weekly basis</div></div>
SKILLS	Proficient: Javascript, AngularJS, Node.js, Java, C++, HTML, Git Familiar: PostgreSQL, MongoDB, Redis, C, Python, General CLI
PROJECTS	<div><div><i>LinkedIn Profile Saver</i> October 2015 https://github.com/benjaminrbarnes/linkedin-profile-saver<ul style="list-style-type: none">• Built a Chrome Extension used to save viewed profiles on LinkedIn so a user is not notified each time you view their info• Integrated multiple other open source extensions to efficiently maximize functionality</div><div><i>InstaStats</i> July 2015 Android Mobile Development<ul style="list-style-type: none">• Mobile app that gathers users stats on Instagram (likes, comments, etc.)• Uses Instagram's API to authenticate users and make data requests• Parses JSON onjects returned from API to gather user data</div><div><i>Gauntmore</i> February 2015 C++ Game Development<ul style="list-style-type: none">• Top-down, 2D hack-n-slash game developed in C++ using Oxygine framework• Worked on team of four; divided tasks and used version control to integrate work• Handled collision detection between objects and monster & player interaction</div><div><i>Personal Site</i> November 2014 http://benjaminbarnes.co<ul style="list-style-type: none">• Taught myself CSS/HTML & Javascript to build my own website• Built off Twitter's Bootstrap Framework</div><div><i>Receipt Calculator</i> August 2014 Android Mobile Development<ul style="list-style-type: none">• Built to help divide a receipt amongst multiple people where not everyone is paying for every item• Used Google's Mobile Ad API to integrate ads into the application• Published to Google Play Store</div></div>