BENJAMIN MEYER

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EDUCATION

NORTHEASTERN UNIVERSITY — Boston, MA
KHOURY COLLEGE OF COMPUTER SCIENCE — Sept 2022 - Present
Candidate for a B.S. in Computer Science; Minor in Business Administration — Expected 2026
GPA: 3.96/4.0
Relevant Courses: Programming Languages; Object-Oriented Design; Probability & Statistics; Algorithms & Data; Mathematics of Data Models; Fundamentals of Computer Science 1 & 2; Discrete Structures; Tech & Human Values; Calculus 2 for Science & Engineering; Financial Accounting & Reporting; Financial Management
Awards: Student Leadership Award
Organizations: Co-founder @ Computer Science Coalition Club; Project Lead @ Student Government Association; Software Engineer @ NU Electric Racing; NURobotics; AerospaceNU; NUHacks; HackBeanpot; CodePath

TECHNICAL SKILLS

Languages: Python, Java, Kotlin, SQL, TypeScript, JavaScript, Go, Racket, C++
Frameworks/Libraries: Node.js, Express.js, React.js, TailwindCSS
Technologies: Git, LaTeX, VSCode, JUnit, IntelliJ, PyCharm, Gradle, Maven, Carbon Black, Crowdstrike, Okta, Rapid7, Darktrace, Zerofox, Wireshark, Docker, MongoDB

WORK EXPERIENCE

HARBOURVEST PARTNERS — Boston, MA
Cybersecurity Intern — Jan 2024 – Present
- Developed a Python service to automate the analysis of security incidents, reducing response time by **600%**.
- Implemented algorithms to efficiently identify and address root causes of alerts, saving countless hours of manual labor.
- Collaborated with cross-functional teams to enhance the incident response procedures and the alert prioritization process.

NORTHEASTERN UNIVERSITY — Boston, MA
Teaching Assistant - Fundamentals of Computer Science I & II — Aug 2023 – May 2024
- Developed a Java program to process files for students, generating a study guide by properly nesting headings and bullet points based on specified ordering criteria.
- Implemented file system traversal techniques to navigate hierarchical folder structures to handle nested folders effectively.
- Held **6** office hours weekly to help students with course material, debugging code, and general advice surrounding Kotlin and Java design.
- Graded homework, projects, and exams for over **1000** students, providing detailed feedback for improving coding practices.

MATSON & ASSOCIATES — Kent, CT
Software Engineer Intern — May 2022 – Aug 2022
- Built core features using HTML, CSS, & JS for a local news organization's website, impacting over **1000+** readers daily.
- Enhanced clients' search rankings by **90%** through image optimization and minifying JavaScript files.
- Designed web mockups using Figma to align with clients' specifications, ensuring clear visualization and effective communication of design concepts.

PROJECTS

GIVEBACK — Feb 2023
- Built a donate-to-nonprofit application with React & Python in a team of **3**, listing over **100+** organizations.
- Developed an intuitive donation tracking interface with a leaderboard recording top donations and a personalized donation tracker for each user using FastAPI.
- Engineered an algorithm using natural language processing to determine the similarity between users' criteria and nonprofit organizations to match them accordingly using Spacy.

BATTLESALVO — June 2023
- Developed a battleship-variant game following Object-Oriented principles and model-view-controller architecture.
- Designed a robust multiplayer functionality following the proxy pattern principle, enabling online gameplay experiences through sockets.
- Engineered a dynamic single-player mode with AI-trained opponents through probability mapping.

ADDITIONAL INFO

Interests: Music, Tennis, Biking, Skiing, Hiking, Science Fiction, Watching Movies, Programming, & Computer Science.