

# Benjamin Banh

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## OBJECTIVE

Motivated 3<sup>rd</sup> year Electrical and Computer Engineering student with experience in web development, IoT, and software engineering. Seeking an internship to apply technical skills and collaborate on impactful engineering solutions. Passionate about problem-solving and optimizing algorithms and robotics systems for high efficiency.

## EDUCATION

**Santa Clara University**

*B.S. Electrical and Computer Engineering; Minor in Computer Science and Engineering*

**Sep 2022 - June 2026**

Santa Clara, CA

## PROJECTS

- Collaborated and developed user web interface for a full stack astrophotography website to share astronomical observations with interactive features in 3D plots and improved functionality when examining the images. Utilized web development in order to collaboratively create a public application hosted on AWS and allows for scalability through pgAdmin database.
  - Website: [www.upinthesky.net](http://www.upinthesky.net)
- Developed web projects using HTML, CSS, and JavaScript such as physics engines, implementing mathematical phenomena, and applied ray casting to simulate a first-person perspective point of view
- Utilized OpenAI's API and Phaser JS to create a digital conversation partner aimed at aiding the development of user's social skills through providing social experience and constructive feedback in a safe environment
- Composed an algorithm that scraped open-source information from IRS released Form 990s to evaluate charities by the differential between their reported income and Program Service Expenses to monetarily measure their charitable efficiency
- Deployed personal website using Django with interactive elements to display my personal projects and interests.
- Integrated web scraping to a data science ranking model to evaluate optimal solution to a branching decision tree.

## EXPERIENCE

**Santa Clara University Media Services Distribution Specialist**

**2023 - 2025**

- Provided technical support to a diverse user base of 1000+ clients, resolving hardware/software issues.
- Administered on-site audio-visual assessments and repairs to deliver client needs and technical requirements.
- Conducted on-site A/V assessments, troubleshooting, and repairs to ensure event operations.
- Developed expertise in hardware diagnostics, system configurations, and customer-facing technical support.

**IEEE student chapter Public Relations Officer**

**2024 - 2025**

- Formulated marketing strategies to increase club size by 10% while collaborating with IEEE Santa Clara valley section
- Aid projects and communicate with both faculty and students about the club's responsibilities
- Responsible for club's public relations and social media to a 300+ follower account

**Video Game Design Club Game Designer**

**2024 - 2025**

- Responsible for designing and developing puzzle prototypes through rigorous testing in a student run game studio
- Created detailed game design document outlining mechanics, art direction, and game progression.

**Competitive Programming Club**

**2023 - 2025**

- Active member in numerous school-wide coding competitions and hackathons, demonstrating problem-solving and teamwork.
- Gained hands-on experience in competitive programming, algorithm development, and software project execution.
- Collaborated with teams to design and implement innovative solutions under time constraints.

## RELEVANT COURSES & SKILLS

Courses	• Advanced Programming, Data Structures, Logic Design, Computer Architecture, Microprocessor System Design
Frameworks	• Django, Godot,
Languages	• Python, Java, HTML5/CSS, JavaScript, C, C++, Git, MATLAB