

Benjamin Don

http://www.benjamindon.com

Email : bddon466@gmail.com

Mobile : +1-949-528-5631

EDUCATION

- **California State Polytechnic University**
Bachelor of Science in Computer Science; GPA: 3.4

San Luis Obispo, CA
Sep. 2016 – March. 2021

EXPERIENCE

- **Intuit** Mountain View, CA
Software Engineer 1 Sept 2021 - Present
 - **QuickBooks Audit Log:** Worked on decomposing code base from a large Java monolith to a smaller micro-service based approach. Used React to create new front end experiences from the ground up for the pages we decomposed.*Software Engineer Intern* June 2020 - September 2020
 - **Mobile Web:** Refactored front end code in QuickBooks to be mobile friendly, mainly using Javascript and CSS.
- **Boeing / Tapestry Solutions** San Luis Obispo, CA
Software Developer Jul. 2018 - Dec. 2019
 - **Web Application:** Worked as a full stack developer on applications that support military and humanitarian operations. Designed and implemented a React based web application, and created new API's within a Java based application.

PROJECTS

- **Ray Tracing**
Written in C++. Sep. 2020 - Dec. 2020
 - Implemented custom vector / math classes to support ray collisions.
 - Supports OBJ files and multiple materials, from diffuse to refractive surfaces.
 - Includes support for volume rendering through voxel data.
- **Lightspeed Breakout**
Written in C++ Apr. 2020 - Jun. 2020
 - Created a stage sci-fi escape game, you play as an imprisoned passenger aboard a perilous space station.
 - Worked with a team to create a game engine from scratch for the project.
 - Gained experience with OpenGL, GLM, and GLSL for rendering, and irrKlang for audio.
 - Implemented a quaternion based rotation scheme.
 - Developed a 2D render system to support dynamic HUD elements.
- **Camp Redpines**
Unity, Written in C Sharp Sep. 2020 - Mar. 2021
 - Created a short game set in a campground with multiple activities, meant to relax the player.
 - Developed with Unity's Universal Rendering Pipeline.
 - Built custom shaders with Unity's shader graph interface.
 - Worked with Blender to rig and animate 3D models.
- **Pass Ratings**
Written in Javascript Dec. 2018
 - Created a Chrome extension to integrate PolyRatings (my college's professor rating portal) into the class registration page, to make finding professor ratings much easier.
 - Released on the Google Play store for free.
- **Minls and Minget**
Written in C Mar. 2021
 - Authored a file system reader for Minix, a simplified Unix-like operating system.
 - Included functionality to list the contents of a directory and print the data from files.

PROGRAMMING SKILLS

• **Languages:** Javascript, Python, Java, C / C++

Technologies: React, Git, Spring Boot, OpenGL