

Benjamin Lloyd

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education

- > **B.S. Computer Science** — **Kutztown University** Jan '22 - May '23
- > **A.S. Computer Science** — **Luzerne County Community College** Aug '20 - Dec '21

technical skills

- > **Programming Languages** C# + .NET, Rust, Python, Javascript, Typescript, C++, Delphi
- > **Technologies** MySQL, SQLite, Windows/Linux, JMeter, \LaTeX , Visual Studio, Neovim, Git, Unity
- > **Communications** Agile Scrum, Kanban, Trello, MS Teams, Zoom

job experience

- > **Software Developer - Gateway Ticketing Systems** May '22 - Present
Gilbertsville, PA

- Developed RESTful backend using C# and Delphi facilitating communication between systems internal and external.
- Improved large internal tools with C#, refactoring forms and functionalities to improve performance.
- Collaborated with inter-departmental Scrum team to enhance communication, work distribution, and task resolution.
- Maintained tests including automated and unit tests for software robustness and to avoid regression.

- > **Supervisor/Customer Service Associate - Sheetz** Jan '19 - May '22
Shoemakersville, PA

- Led and managed a team of up to 6 individuals, ensuring efficiency and a safe working environment.
- Resolved customer inquiries and concerns with a strong focus on customer satisfaction, effectively retaining and growing the customer base.
- Conducted training sessions for new team members, fostering a culture of learning and professional growth.

- > **Math Tutor - Luzerne County Community College Tutoring** Jan '21 - May '21
Nanticoke, PA

- Provided one-on-one tutoring to a diverse group of students, offering personalized guidance in math courses.
- Assisted students in grasping complex mathematical concepts by breaking down topics into simpler explanations.

extracurriculars and projects

YouTube Creating educational content around learning programming languages for beginners. youtube.com/@Ben.Lloyd

Game Dev. Creating games with a variety of technologies such as Unity to explore unique programming challenges. Participating in Game Jams to focus on scope management and finishing projects.