

# Benjamin Lloyd

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## education

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

## technical skills

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- > **Programming Languages** Rust, Python, C# + .NET, Javascript, C++, Delphi
- > **Technologies** MySQL, SQLite, Windows/Linux, JMeter, L<sup>A</sup>T<sub>E</sub>X, Visual Studio, Neovim, Git, MS Office
- > **Communications** Agile Scrum, Kanban, Trello, MS Teams, Zoom

## job experience

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

- Developed RESTful API back end using C# + .NET 6, facilitating communication between multiple systems.
- Refactored large internal tool to newer version with C#, including Excel importer/exporter and form-based UI.
- Collaborated with Scrum team to enhance communication, work distribution, and task resolution.
- Conducted load testing with JMeter and maintained automated tests for software robustness.

- > **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

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**YouTube** Creating educational content around learning programming languages for beginners. [youtube.com/@Ben\\_Lloyd](https://youtube.com/@Ben_Lloyd)

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