## Benjamin Lloyd

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#### education

> B.S. Computer Science/Software Development  $\it cum~laude$ 

Jan '22 - May '23

Kutztown University, Kutztown PA

Aug '20 - Dec '21

> A.S. Computer Science

Luzerne County Community College, Nanticoke, PA

### technical skills

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

## job experience

#### > Software Developer - Gateway Ticketing Systems Gilbertsville, PA

May '22 - June '24

- Maintained and created automation tests to improve code coverage and increase tests passing by 20%.
- $\bullet$  Redesigned company tools with C# and Delphi, refactoring to improve performance by upwards of 25%.
- Collaborated with inter-departmental scrum team to refine project architecture, code organization and standards, and improve task velocity.

#### > Supervisor/Customer Service Associate - Sheetz Shoemakersville, PA

Jan '19 - May '22

- noemakersvine, FA
  - 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 and Rust to explore unique programming challenges. Participating in Game Jams to focus on scope management and finishing projects.