# Benjamin Lloyd

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## education

> **B.S. Computer Science/Software Development** *cum laude*     **Jan '22 - May '23**
  Kutztown University, Kutztown PA
> **A.S. Computer Science**     **Aug '20 - Dec '21**
  Luzerne County Community College, Nanticoke, PA

## technical skills

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

## job experience

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

- Developing backend using C# and Delphi leading communication between systems.
- Improved large internal tools with C#, refactoring forms for usability 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 and Rust to explore unique programming challenges. Participating in Game Jams to focus on scope management and finishing projects.