

Benjamin Macomb

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Summary

I'm studying computer science at Boise State University. From my coursework I have experience with web development, relational databases, systems programming, object-oriented programming, and agile software engineering practices. I'm interested in entry-level software engineering positions.

Education

BS Computer Science | Boise State University | Graduating - May 2019

Skills

- Systems Programming – C
- Object Oriented Programming - Java
- Web Development – HTML, CSS, JavaScript, PHP
- Relational Databases – MySQL
- Unity (graphics engine) – C#
- Version Control - Git
- Software Engineering Practices – Agile / Scrum

Projects / Experience

Built a music visualizer using WebGL.

- <https://github.com/benmacomb/audioVisualizer> [code]

Built a website for musicians to log their practice sessions. Hosted on heroku.

- <https://github.com/benmacomb/PracticeHelper> [code]
- <https://sleepy-ocean-12493.herokuapp.com/> [website]

Worked on a user interface for VR applications.

- <https://github.com/MEC402/viui> [code]
- <https://youtu.be/dYzWHgfmtis> [demo video]
- Met with project sponsor and wrote user stories for sprints. Acted as product owner.
- Implemented a path-finding line that connects two objects, meant to help with navigation.
- Implemented a random terrain generator to create a scene to test the interface.