

Benjamin Macomb

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Summary

I'm a recent graduate of Boise State University with a BS in Computer Science. From my coursework I have experience with web development, relational databases, systems programming, object-oriented programming, and agile software engineering practices.

Education

BS Computer Science

Boise State University | Boise, ID

May 2019

Projects

Web browser based audio visualizer, a computer graphics project written with HTML and JavaScript utilizing the WebGL API.

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

Website for musicians to log their practice sessions. Utilizes PHP and MySQL as a back-end to save user data.

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

User interface for VR applications, developed with the Unity graphics engine with C#.

- <https://github.com/MEC402/viui> [code]
- <https://youtu.be/dYzWHgfmtis> [demo video]
- Met with project sponsor and created user stories for sprints.
- Implemented a path-finding line that connects two objects to help users navigate to a specific destination.
- Implemented a random terrain generator to create graphical scenes for testing.
- Gained valuable experience with pair programming.