

Ben Minor

ben.minor@queensu.ca

benminor.github.io

(416) 786-2662

26 Garnish Green, Markham, ON L3P 4P5

Education

Queen's University

Bachelor of Computing (Honours) in Artificial Intelligence

Kingston, ON

September 2018 – Present

- *Relevant Coursework:* Cognitive science, artificial intelligence, algorithm efficiency, discrete mathematics, linear algebra, data structures, computer architecture
- *Technical Skills:* **Python** - Order of magnitude complexity, algorithm analysis, recursion, backchaining; **C** - Data representation, memory hierarchies, ARM; **Java** - Object-oriented design, software architecture, polymorphism, abstraction; **Prolog** - Cognitive architecture, logical propositions, game theory, neural networks
- Expected graduation date: May 2022; Current GPA: 3.73

Markham District High School

Ontario High School Diploma

Markham, ON

September 2014 – June 2018

- *Final year courses:* Calculus and Vectors (**98%**), Chemistry (**94%**), English (**93%**), Computer Science (**92%**), Advanced Functions (**92%**), Computer Engineering (**92%**), Physics (**87%**)
- **Cumulative Final Year Average: 92.6%**

Experience

DCR Systems Group Inc.

Computer and Software Technician

Markham, ON

May 2019 – August 2019

- Performed PC cloning/imaging with Symantec Ghost and Paragon Disk Manager
- Configured, installed and updated internal software and hardware resources
- Worked efficiently and cooperatively with product team to meet strict contractual deadlines
- Provided dynamic software and hardware recommendations within product team

The Garden Basket Food Markets

Produce Clerk

Markham, ON

May 2017 – August 2018

- Developed valuable team experience in a fast-paced environment
- Assisted customers with issues and provided support

C.D Farquharson Junior Public School

Computer Lab Technician

Toronto, ON

August 2016 – August 2017

- Set up library computer lab system and assisted with technical issues
- Debugged any hardware or software related issues

Independent Projects

Gravity Tap (Unpublished iOS Game)

Personal Project

Kingston, ON

October 2019 – Present

- Programmed and developed an interactive 2D game for iPhone devices
- Utilized **Swift** programming libraries **SpriteKit** and **SceneKit** with a top-down approach

iLearn Educational Software

Senior Year Computer Science Project

Markham, ON

January 2018

- Implemented object-oriented programming techniques to design an educational math program for elementary students
- Developed a multi-window interface using **JFrame** packages in **Java**
- Achieved the highest grade

MP3 Library Software

Junior Year Computer Science Project

Markham, ON

January 2017

- Utilized **JFrame** packages in **Java** to create a program to import MP3 file names
- Created a user login system with local databases
- Achieved the highest grade

Skills & Interests

- 3 years' experience with **Java** in class and personal projects
- 3 years' experience with **HTML** and **CSS** in personal projects
- 2 years' experience with **Unix** operating systems
- 2 years' experience with **Python** in class and personal projects
- 1 year experience with **Swift** in personal iOS projects
- 1 year experience with **Prolog** in university class projects
- 6 months' experience with **C** in individual learning and university class

Honours & Awards

- **Ontario Scholar Certificate** - Average of above 80% each year in high school **June 2015 – 2018**
- **Gore Provincial Curling Champion** - First in Ontario with high school curling team **February 2017**
- **DECA Business Club Executive** - Selected by previous executive team to serve as Media Officer and create chapter website **September 2018**
- **Ontario U18 Boys Provincial Championship** - Qualified top 8 teams in Ontario **February 2016 & 2017**