

Ben Nguyen

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EDUCATION

University of Waterloo - Bachelor of Mathematics

Dean's Honors List, President's Scholarship of Distinction Recipient

Waterloo, ON

Sept. 2024 – April 2029

St. Marcellinus CSS

4.0 GPA, President of Math club, Developer for Robotics team

Mississauga, ON

Sept. 2020 – June 2024

EXPERIENCE

Online eBay Seller

eBay

April 2021 – Present

Mississauga, ON

- Analyzed market trends to maintain a store with over **300** listings, resulting in over **\$40000** of total revenue
- Developed SEO strategies to optimize keyword search, resulting in a **10-15%** increase of viewer interactions
- Optimized shipping and packaging costs, resulting in a **50%** reduction in shipping costs

Crew Member

Tim Hortons

Jan. 2024 – Sept. 2024

Mississauga, ON

- Worked front counter and drive-thru, with an average of **20 seconds** per customer on the drive-thru window
- Handled orders, prepared food and beverage, handled payments, and cleaned and maintained all restaurant areas
- Collaborated effectively with co-workers to complete orders on time while providing friendly service to customers

VOLUNTEERING

Math and Computer Engineering Tutor

St. Marcellinus CSS

Oct. 2022 – June 2024

Mississauga, ON

- Tutored 5 students with academic needs in functions, advanced functions, calculus, and computer engineering
- Guided students through homework problems and gave tips on problem-solving and critical thinking
- Contributed to a boost in their mark, overseeing an increase of around **7-10%** in their grade in the course

PROJECTS

Personal Website | HTML5, CSS3, JavaScript

Jan. 2025 – Present

- Developed a responsive website with HTML5, CSS3, and JavaScript
- Implemented GitHub pages to create and host the website

Skittle Sorter | C#, Arduino, C++, Visual Studio

May 2018 – May 2020

- Developed a machine that uses a TCS3200 color sensor, servos, and an Arduino to sort Skittles into bins
- Developed the sorter with C++ using Arduino IDE and built UI with C# using Visual Studio

Parkour Obby | Lua, C++, Roblox Studio

Nov. 2024 – Present

- Developing a multiplayer parkour game on Roblox using Roblox Studio
- Scripting complex game mechanics using Lua, including kill blocks and in-game currency

VEX Clawbot | Python, VEX

Jan. 2024 – March 2024

- Designed and built a rotating claw using VEX V5 parts and developed with Python using VEXcode
- Placed 3rd at the Skills Ontario 2024 Robotics team of 4 competition

VEX MazeBot | C#, Arduino, C++, Visual Studio

May 2018 – May 2020

- Designed a four-motor powered VEX robot that can traverse through a maze
- Developed with Python using VEXcode and built with VEX hardware

TECHNICAL SKILLS

Languages: Java, Python, C, C++, C#, JavaScript, HTML5/CSS3, Racket, Lua

Developer Tools: GitHub, VS Code, Visual Studio, PyCharm, Arduino, VEXcode, Roblox Studio