

# Benjamin Nguyen Quach

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## EDUCATION

2012 – Present University of California, Riverside (Expected Graduation Year: 2016)  
Major: BS in Computer Science  
GPA: 3.3/4.0

## WORK EXPERIENCE

*Autodesk, Intern Software Development Engineer* (June 2015– Present)

- Currently working with Autodesk on their web based AutoCAD 360 platform.
- Developing in Java to restructure the AutoCAD 360 engine in order to optimize resource loading and maintainability.

*UC Riverside Brain Game Center, Game Developer* (August 2014 – June 2015)

- Worked with Dr. Victor Zordan on the development of gameplay and level generation for an audio training game.
- Uses research from the UCR neuroscience department to improve brain and auditory functionality.

*digitalRaster, Software Engineering Intern* (June 2014 – September 2014)

- Helped create an asset management program for digital artists, working on the network and interface components of the program.
- Developed network message queues and information passing through freeRDP virtual channels in C++.

## TECHNICAL EXPERIENCE AND PROJECTS

*BENd3r* (May 2014)

- Project leader and lead programmer for the [1<sup>st</sup> place hackUCI winner](#). A 3D modeling program that uses the Microsoft Kinect to simulate clay sculpting with hand gestures.
- Developed most of the graphics components and shaders of the program.

*BenScript Language* (March 2014)

- Lead programmer for a team in CitrusHack 2014 that developed a new programming language in 42 hours.
- Language featured lexical analyzer, tokenizer, function calls, daisy-chained operations and variable scoping.

*WeBend3D* (January 2015)

- Developed a web based 3d modelling tool during SBHacks using Javascript and MySQL.
- App communicated with a MySQL server to allow git-like commits for artists and multi-client collaboration on the same model.

*Display Board* (December 2013 – January 2015)

- Project leader for an IEEE-sponsored display board project that showed information from the engineering department.
- Uses a Kinect to allow users to browse weather information around the school.

## TECHNICAL SKILLS

- Languages: C++, C, C#, Java, Javascript
- Operating Systems: Windows, Unix, OSX
- Applications: Microsoft Visual Studio, Unity, Git, Cygwin
- Libraries and APIs: Qt, FreeRDP, GWT, OpenGL, Irrlicht, OGRE, POSIX, Win32

## ACTIVITIES AND ORGANIZATIONS

*Association for Computing Machinery, President (former Treasurer)* (June 2015 - Present)

I organize and run events, such as our career pathways programs and HackNights to ensure that students at UCR are getting the engineering opportunities they need.

*GameSpawn at UCR, Vice President* (December 2013 – June 2015)

I formed events and mentorship workshops for the UCR game development club. I also lead multiple projects for students to work on games, and teach workshops about game design.