

Ben Reid

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C++ | PHP | Java | MySQL | JavaScript

EDUCATION

School: University at Buffalo

Majors: Computer Engineering B.S. and Mathematics B.A.

GPA: 3.65

Distinctions: Honors College, Dean's List all semesters

EXPERIENCE

System Applications Intern | Bloomberg LP | June 2017 to August 2017

- Enhance existing database archiver to meet current needs
- Design and develop an algorithm to determine optimal program start times based on historical system load
- Enhance core front end interface and back end services to support additional, more flexible, methods for selecting machines to run scheduled jobs

Student IT Specialist | Science and Engineering Node Services | February 2015 to present

- Perform operating system and software installations
- Troubleshoot and repair both hardware and software problems

Research Assistant | University at Buffalo Department of Computer Science | May 2016 to June 2017

- Understand and implement truth resolution algorithm
- Write code to parse and operate on dataset to get demonstration data
- Develop and deploy a dynamic web application to demonstrate the algorithm at work

Web Development Intern | University at Buffalo School of Behavioral Medicine | February 2016 to May 2016

- Work collaboratively with another intern through git
- Design a SQL database to efficiently query over 10,000 records
- Develop a front end using MVC, .NET and C#

LEADERSHIP AND ACCOMPLISHMENTS

Teaching Assistant

- **Spring 2017** – CSE 487/587 – *Data Intensive Computing* – Spark, Hadoop, KNN, K-Means
- **Fall 2015** – HON 495 – *Honors Colloquium* – Civic Engagement, Preside over debate and discussion of controversial issues

Bloomberg CodeCon Finalist (2016)

- Finished in first place for the University at Buffalo
- Flown out to Bloomberg headquarters in New York City for the national finals

PROJECTS

Self-stabilizing Quadcopter

- Utilizing an Arduino, Futaba radio and several Adafruit chips, I built and programmed a quadcopter that holds itself steady while taking input from a remote human pilot. I intend on adding GPS and FPV video in the future

Pokémon Clone

- Designed and programmed a parody of Pokémon (a 2D role-playing/adventure game) from the ground up using C++. The game can be run on Windows, Linux and OS X. Collaborated with several other friends for the content design and tool development