Benson Jing

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Skills

Languages: Python, C++, HTML, CSS, JavaScript, Java
Technologies: ReactJS/Native, NodeJS, Express, MongoDB, Mongoose, Flask, PassportJS
Tools: Git/GitHub, npm, Webpack, Heroku, VSCode, Vim/Neovim, Terminal/Zsh

Experience

Antimony Meter App
Lead Software Engineer
• Implemented an app to determine the concentration of Antimony based on the color
• Built the frontend with React Native and the backend with Flask
• Integrated machine learning algorithms in the backend to determine the concentration
• Published on App Store and Google Play

Blog API
Software Engineer
• Designed the backend server for my personal blog
• Built the server with NodeJS and Express and the database with MongoDB and Mongoose
• Implemented user authorization with PassportJS to allow verified user to edit blog posts
• Enabled user to comment on blog posts with their username

Personal Website
Software Engineer
• Designed a website to document and showcase personal project and blog posts
• Built with ReactJS as HTML framework and CSS
• Connected the backend to my Blog API

Bouncing Ball Game
Software Engineer
• Implemented a game in which user can create random moving balls, Blackholes that eat
   balls, Pulsator that grows when eat balls, and Hunter that chase after the nearest ball
• Built with Python and Tkinter for GUI (Graphic User Interface)

User Authentication Service
Software Engineer
• Implemented a C++ program that authenticate user login with username and password
• Developed with TDD (Test-Driven Development) and used Hash table to store user info
• Built a Debug mode for development process

Education

University of California, Irvine   2021 - 2025
Bachelor of Computer Science and Engineering
• **Courses:** Python, C++, Algorithms, Data Structures, Statistics, Calculus, Linear Algebra