

Benjamin Powell

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EDUCATION

The Ohio State University (OSU) – GPA: 3.32

Columbus, Ohio

B.S. Computer Science & Engineering (CSE)

Expected: May 2020

Minor in Philosophy, CSE Specialization in Software Engineering

Associate of Arts – Newark Campus

Received: May 2018

SKILLS

Languages & Tools: Proficient - JavaScript, Git, Java, MySQL, C, HTML/CSS

Familiar - Angular, SASS, C#, Ruby, Rails, Python, pthreads, DOS, Bash, VBA

Coursework:

- Software Development
- Database Systems
- Data Structures & Algorithm Analysis
- Artificial Intelligence
- Operating Systems
- Low-level Prog./Computer Architecture
- Agile/Scrum Methodologies
- Web Apps
- Networking

WORK EXPERIENCE

American Electric Power (AEP)

Columbus, Ohio

Software Intern – Infrastructure Technology Remediation Program (ITMP)

May – August 2019

- Assist in department's ongoing initiative to modernize & replace AEP's software applications.
- Led remediation on several apps for internal business processes, and was involved in several others.
- Work with Java, Apache Maven, Camel, and other libraries to repair and improve applications.
- Gave presentation to CIO Team, IT managers and other interns about ITMP and internship experience.

OSU Technology Services

Columbus, Ohio

Web Developer – College of Food, Agriculture & Environmental Science

August 2019 – Present

- Work on small team developing Knowledge Exchange, a web-based project sponsored by Nationwide.
- Use Angular 8 front-end framework with Drupal back-end, and AWS to deploy web page.
- Collaborate with clients and other departments to develop site layout, functionality and initiatives.

AV Technician – Student Life

June 2017 – May 2019

- Set up and maintain audio-visual equipment, digital signage and timeclocks across campus.
- Develop tools and practices to reduce downtime of equipment and increase ease of use for clients.

PROJECTS

RateMyPeers – Web Applications Class

March – May 2019

- Web tool for students and instructors to give & receive feedback on group projects & teammates.
- Used Ruby on Rails for web framework; SQLite for database; Bootstrap, jQuery and HTML/CSS/JS for webpage. Created custom graphics for application & presentation using Adobe Illustrator.
- Created over several months by team of four, gave presentation and demo to class after completion.

CarBit Mobile Application – OHI/O Hackathon 2018

October 2018

- Car companion app for Honda "Connected Vehicle" challenge. Supports responsible driving habits, collecting driving data, providing maintenance reminders/guidance, using Bluetooth to integrate.
- Used NativeScript and Angular to create a cross-platform app for iOS and Android.
- Completed functioning project within 24 hours, submitted to compete against 100+ other teams.