Ben Tomlin 510-362-5617 btomlin@ucsd.edu [Github](https://github.com)

Education
- Third year Computer Science major at UC San Diego (3.8 GPA)
- Relevant Coursework:
    - Data Structures and Algorithms in Java
    - Data Structures and Algorithms in C and Assembly
    - Advanced Data Structures and Algorithms in C++
    - Software Engineering and Web Development
    - Theory of Computation
- Inspirit AI Scholar 2020 - Completed 4-week artificial intelligence intensive course taught by Stanford alumni. Developed an algorithm to detect fake news and an algorithm to identify unhealthy lung scans.
- Foothill High School Class of 2021 graduate (4.2 GPA)

Experience/Skills
- 6 months experience with web development
    - HTML, CSS/Tailwind, Javascript/Typescript, Svelte/SvelteKit
- Experience with Java, Python, C/C++, Golang, SQL, Git/Github, R, MATLAB, Keras, numpy/pandas/matplotlib
- Vice President of the Foothill High School Game Development Club (2020-21)
- Lead developer of the club's platformer game Joyspring (2020-21)
    - 2 years with Godot and GDScript (game engine)
- Advanced data structures/algorithms knowledge

Projects
- [MCSR Ranked Stats](https://example.com) (March 2023 - present)
    - Used a third-party MCSR (Minecraft Speedrunning) Ranked API to make a responsive stats viewer
    - Received 100+ visitors and 1,200+ page views the day after I announced it
- [UCSD Courses](https://example.com) (January - March 2023)
    - Scraped 6,888 UCSD courses across 82 pages
    - Used 500 lines of python to parse, clean, organize, and interlink the courses
    - Built a new UCSD course catalog that allows users to click between courses/departments and share links to specific courses more easily than the original
- [Joyspring](https://example.com) (2020 - 2021)
    - Worked in a small team to create a 2D platformer "Joyspring" over 2 years
    - Received 50k+ downloads with 80% positive review rate
    - Taught the Game Development Club in person and online, using Joyspring as an example