

BENJAMIN S. WEISSMANN

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EDUCATION

Massachusetts Institute of Technology

B.S. in Computer Science · Cumulative GPA: 4.5/5.0

Cambridge, MA

Expected Graduation: June 2014

Relevant Coursework: Algorithm Design and Analysis, Performance Engineering, Software Lab, Software Construction, Computation Structures, Multivariate Calculus, Differential Equations, Discrete Mathematics

RELEVANT EXPERIENCE

MIT Media Lab, Fluid Interfaces Group

Undergraduate Researcher

Cambridge, MA

June 2009 - May 2012

- September 2011 - May 2012: Developed a web-based Javascript framework for creating projected augmented reality application for the LuminAR (<http://fluid.media.mit.edu/people/natan/current/luminar.html>) platform.
- February 2011 - May 2011: Designed and implemented a Python framework to wrap a C++ library for gesture recognition.
- June 2010 - August 2010: Developed visualization and data mining tools using Ruby and Java, and designed and created a website using Ruby (Sinatra Framework), HTML, CSS, and Javascript/AJAX.
- June 2009 - August 2009: Worked on Cartagen (<http://cartagen.org>), a dynamic mapping framework, developing user interface components and data structures in Javascript, HTML5, and the Ruby on Rails framework.

TripAdvisor, Commerce Team

Software Engineering Intern

Newton, MA

December 2010 - August 2011

- June 2011 - August 2011: Updated advertising budget forecast system to create a real-time calendar to summarize advertising budgets using Ruby on Rails. Restructured internal data structures to allow easy updating of specific parts of the website, including updates to TripAdvisor's main Java codebase, and the Ruby on Rails data manager.
- December 2010 - January 2011: Prototyped a distributed system to predict how changes in advertising configuration would impact clickthrough and sales, running on a small cluster of machines using the Hadoop Map/Reduce Java framework.

SKILLS

- **Computer Languages:** Extensive experience with Ruby, Java, HTML, CSS, Javascript, Bash, SQL. Limited experience with PHP and C++.
- **Frameworks:** Web: Ruby on Rails, Sinatra. Javascript: jQuery, Prototype. CSS: Bootstrap.
- **Operating Systems:** Ubuntu and Fedora Linux, Mac OS X.

PROJECTS

Zephyr Mobile

February 2012 - May 2012

- An Android client for the MIT Zephyr messaging system.
- Website: <http://zmobile.mit.edu>. Code: <http://github.com/benweissmann/zephyr-mobile>

RISE: Ruby Interactive Sprite Environment

January 2010 - May 2010

- A Ruby visual toolkit based on RubyGame. Generic enough to be used for any sprite- and frame-based application. Simple enough to use with first-time programming students
- Full code online at <http://github.com/benweissmann/rise>

Introduction to Programming: Games, Ruby, and More (iPgrm)

September 2009 - May 2010

- Designed and taught the class to 9th and 10th graders in collaboration with a classmate and Concord Academy faculty during Spring 2010.
- Integrated RISE (see above) as a teaching tool to provide a hands-on, practical component for the class
- Detailed syllabus online at <http://benweissmann.com/ipgrm>

Karate Technique Manager

2010

- Ruby on Rails application designed to manage and teach karate techniques, custom built for my karate school
- Beta release available to use on the web at <http://karate.benweissmann.com>