

# Benny Feng

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## WORK EXPERIENCE

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|-----------------|--|
| 10/2016—Present | <b>Field Worker/Desk Monitor</b><br><i>Residential Safety Program – Stony Brook, NY</i><br>Ensure safety around campus and assist residents during emergencies, and secure residence halls by monitoring the arrival of residents. |
| 06/2015—09/2015 | <b>Summer Camp Counselor</b><br><i>Kuei Luck Enrichment Center – Fresh Meadows, NY</i><br>Tutored 30 primary school students and assisted the instructor by grading homework, tests, and quizzes.                                  |

## EDUCATION

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| 08/2016—Present<br><i>Expected Graduation:<br/>May 2020</i> | <b>B.S. Degree in Computer Science</b><br><i>Stony Brook University – Stony Brook, NY</i><br>Cumulative GPA: 3.95<br>Current Standing: Junior<br>Favorite Class: Object Oriented Programming |
| 08/2012—06/2016   | <b>High School Diploma</b><br><i>Queens High School for the Sciences – Queens, NY</i>  |

## SKILLS

|                                 |  |
|---------------------------------|--|
| Java <i>Advanced</i>            | Data Structures and Algorithms <i>Advanced</i> |
| HTML and CSS <i>Proficient</i>  | Written and Oral Communication <i>Advanced</i> |
| MIPS Assembly <i>Proficient</i> | Spanish <i>Proficient</i>                      |
| Python <i>Novice</i>            | Spoken Cantonese <i>Fluent</i>                 |

## PROJECTS

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| <b>Vi Editor</b><br>05/2018<br>Created a text editor using MIPS Assembly code that serves as a text editor for coding. It has functionalities such as backspacing, moving to the next line, moving the cursor backward/forward, and highlighting keywords such as 'public' or 'static'. | <b>Data Visualization Application</b><br>05/2018<br>Created a Java application made for students and beginners in AI who want to visualize algorithms through the means of graphs. It is capable of visualizing either clustering or classification algorithms over time. It can also save inputted data from the user into '.tsd' files, and run from those saved files. |
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## RELEVANT CLASSES

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| <b>O.O.P. and Design Patterns</b><br>05/2018<br>Learned Design Patterns and Object-Oriented Programming principles in Java. | <b>System Fundamentals</b><br>05/2018<br>Learned about computer architecture and memory organization and MIPS programming. | <b>Data Structures</b><br>12/2017<br>Learned basic data structures such as binary trees, linked lists, dictionaries, arrays, etc. |
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