

Ben Filstrup

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Objective

Internship as a Web Developer.

Education

University of California, Santa Cruz

BS Computer Science: Game Design

- Current GPA: 3.66
- Expected Graduation: June 2017

Languages

- Python, Java, Javascript
- HTML, CSS, C++

Version Control Systems

- Git, Github

Virtual Machines

- Docker

Ongoing Project

Developing a game in Unity named **Flora** with eight other programmers at university. Serve as a flex coder that hops (mainly) between our UI/AI/Web departments. Our website can be accessed [here](#).

Previous Internship

Sought out for academic achievement

Worked under Professor Wardrip-Fruin and Kate Compton (Ph.D student)

Research revolved around generative systems. My role involved summarizing a handful of scholarly articles related to generative systems (primarily story-generators) and presenting them to discern both relatable and unrelatable concepts.

Volunteer Work / Additional

- Worked with Scare Away Hunger (food bank) for three consecutive years in gathering food for my local food bank.
- Worked with Kresge College (UCSC) for two years in the PRIDE parade.
- Led the Concord High School (Concord, CA) music program as president for two years with other major involvements and extra time spent towards promoting the program.