

BENJAMIN WU

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EDUCATION

Stanford University

B.S. Computer Science | GPA: 3.4/4

Stanford, California

September 2015 - June 2019

Relevant Coursework: Mathematical Foundations of Computing; Principles of Computer Systems; Design and Analysis of Algorithms; Senior Software Project; Web Applications; From Languages to Information; Mathematical Methods for Robotics, Vision, and Graphics; Interactive Computer Graphics; Computer Graphics: Animation and Simulation; Introduction to Game Design and Development

PROFESSIONAL EXPERIENCE

NVIDIA GeForce Student

Senior Officer

Campus Ambassador

Los Angeles & Santa Clara, California

June 2019 - Present

September 2018 - June 2019

- Create monthly events for the GeForce Student Program to engage over 50+ North American colleges & universities
- Promote learning and awareness of NVIDIA technologies to 800+ students through the NVIDIA Knowledge platform
- Provide aid and assistance to 2000+ Discord community members regarding the program, activations, and technology
- Provide summary reports post-activations to review overall performance and impact within the student community
- Interact with other officers and student organizations to learn trends, share ideas, and promote internal productivity

Space Productions

Observer (Contracted)

Salt Lake City, Utah (Remote)

March 2020 – May 2020

- Provide high quality, edited recordings for 30+ Rainbow Six: Siege matches in the Collegiate Rainbow Six League
- Provide detailed notes and timestamps to outline significant match events and summaries for Space Productions' casters
- Communicate and coordinate with over 20+ collegiate teams for match recordings, tournament rules, and technical issues
- Received commendation from the head observer for outputting the highest volume of quality recordings among the team

Stanford University: Artificial Intelligence Laboratory

Student Research Assistant

Stanford, California

June 2018-August 2018

- Designed, built, and documented code for a 3D environment utilizing C++ and OpenGL for a 10-week internship
- Learned to work with Robot Operating System to incorporate pre-recorded robot movement data into simulation space
- Developed an accurate velocity tracker using optical flow to visualize and predict robotic and rigid body movement
- Review code and progress with principal investigator to present a summary of research at a public poster session

PROJECTS

Unnamed Website - InterCollegiate Game Network "ICGN" (JavaScript)

Lead Full-Stack Developer

Los Angeles, California

Fall 2020

- Developed a website for ICGN to facilitate event management and publication utilizing MERN stack
- Created an entity relationship model and user manuals to outline data object interactions for end users and developers
- Update, document, and maintain team GitHub repository and branches for feature development and version control
- Utilized MongoDB Atlas for backend RESTful API, and database entities such as users, events, and organizations
- Create UX/UI elements in the frontend such as navigation and forms to facilitate interactions for end users

"Bubble Boy" (Unity)

Lead Developer

Stanford, California

Fall 2018

- Created a 2D pixel puzzle-platformer game in 10 weeks by developing game mechanics and contributing to level design
- Awarded "Best Polish" and "Best VFX" at the Stanford CS146 Game Dev Panel from game industry professionals
- Game available for play at the following link - <https://stanfordstudentgames.itch.io/bubble-boy>.

ADDITIONAL INFORMATION

Technical Skills: C++, MongoDB, Python, JavaScript, HTML, CSS, MEAN/MERN, MS Word/Excel/Visual Studio Code, Unity, Maya, Blender