

Ben Lipson
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1500 St. Olaf Ave.
Northfield, MN 55057

OBJECTIVE

Secure full-time employment as a technology consultant or software developer.

EDUCATION

St. Olaf College – Northfield, MN
B.A. Computer Science, GPA 3.5

Expected: May 2014

PROFESSIONAL EXPERIENCE

Game Development Intern

Serenity Forge – Boulder, CO
Unity Development in Javascript and C#

August 2014

- Worked with clients to develop mobile and computer games to their specifications
- Gained experience with user interface development concepts
- Designed and developed levels for various different games

Cluster Manager and CSInParallel Researcher

St. Olaf College – Northfield, MN
Unix, xen, libvirt, virt-manager

May 2013 – Present

- Admin for several clusters and servers
- Built and cloned physical and virtual Ubuntu clusters currently in use by St. Olaf CS department
- Developed a cluster with dedicated graphics using PCI passthrough and a second GPU
- Graded papers, held help sessions, and assisted Professors

HiPerCiC Student Researcher/Developer

St. Olaf College – Northfield, MN
Bootstrap (HTML/CSS), JavaScript, Django, MapReduce, Android

May 2013 – Present

- Worked with interdisciplinary professors to develop/maintain several web applications used by neuroscience, economics, and linguistics departments
- Worked with professors to create website-style teaching materials for CS classes
- Maintained Android applications created by other students

RELEVANT COURSEWORK

- **Software Development:** Mobile Web Graphics, Software Design, Advanced Team Project, Android Programming, High Performance Computing In Context (HiPerCiC)
- **Computing Concepts:** Algorithms/Data Structures, Hardware Design, Logic Programming, Operating Systems

SKILLS

- Proficient in Java, JavaScript, Python, C, C++, C#, HTML/CSS, Scheme, and Android
- Experience with Assembly, Prolog, Ruby, ColdFusion, and SQL
- Adept at developing in a team setting (scrum and waterfall)