Ben Machlin

Computer Science Engineer

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Education

2014–2018	**B.S. Computer Science (Expected)**, *Tufts University*, Medford, MA. 3.36 / 4 GPA, Dean's List, Music Engineering Minor, Study Abroad: AIT Budapest
2018–2019	**M.S. Computer Science (Expected)**, *Tufts University*, Medford, MA.

Experience

Winter 2018 - Present — **Persimmon Project (Startup Cryptocurrency Investment Fund)**, *Technical Consultant*.

- Designing, creating and maintaining a cross platform mobile application for investors to track the portfolio, learn about investments, and receive updates
- Overseeing technological interaction with investors and presenting data in an accurate and easy to digest way

Autumn 2017 - Present — **Computer Science Department**, *Teaching Assistant*, Tufts University.

- Lead students in weekly recitations, work through examples, field questions and explain complex concepts in understandable terms
- Grade assignments, hold office hours, discuss teaching methods with the professor and other TAs, and work one on one with students

Summer 2017 — **Human-Robot Interaction Lab**, *Researcher*, Tufts University.

- Worked with a small team in creating and carrying out research in the field of creative thinking in robot planning
- Developed interface between AI Planning modules and larger robot action codebase
- Implemented AI planning algorithms and robot action components

Summer 2015 — **Synchronoss Technologies**, *AT&T Cloud, Quality Assurance Analyst*.

- Assisted in the development and testing of an multi-platform AT&T Cloud application for device backup. Deployed to millions of users

Skills

Languages	Java, JavaScript, Python, Processing, C, C++, HTML, CSS, LaTeX, SQL, Prolog
Software	Excel, Photoshop, Illustrator, Windows, Linux, git, Android Studio, MS Office
Libraries & Frameworks	Ionic, Spotify API, Chartist, networkx, sklearn, NodeJS, Heroku, Jupyter, Chart.js
Relevant Courses	**CS:** Algorithms, Data Structures, Visualization, Data Mining, Mobile Dev. - Android, Database Systems, Web Development, Programming Languages, Complex Networks, Computation Theory **Other:** Statistics, Probability, Music Recording & Engineering, Computer Tools for Musicians, Science & Engineering of Music, Electronic Music Instrument Design, Galactic Astrophysics

Interests

- Music Performance and Composition
- Visual & Generative Art
- Ultimate Frisbee
- Rock Climbing