Benjamin Botvinick

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I am an intensely driven and team-oriented coder with professional-level skills far beyond what would be expected from a high school sophomore. I have extensive experience with full stack web and iOS development. I pick up new techniques quickly and apply them creatively. I am independent and disciplined, but I also love to work in a team setting. I am currently seeking internship opportunities for late 2019, with the goal of further developing my skill set and collaborating with other talented coders to build amazing things.

Education and Training

2018-2021	Milton Academy (GPA 3.97)
2018	AP Computer Science A Exam (Score 5)
2018	Make School Summer Academy
2008-2018	Germantown Friends School (GPA 4.10)

Technical Skills

Advanced: Node.js, Python, Linux, JavaScript, Swift, NoSQL, WebSocket, Google Cloud Platform
Intermediate: Java, CSS, Amazon Web Services

Links and Profiles

GitHub: https://github.com/botv
Stack Overflow: https://stackoverflow.com/users/10056034/ben-botvinick
Devpost: https://devpost.com/botv

Selected Projects

Intentions
At MAHacks in December 2018, I worked on an iMessage extension that helps people with autism better communicate their emotions digitally. By indicating to the user how they come across in their text through a simple and intuitive UI built specifically for people on the

spectrum, we were able to integrate emotion-detecting machine learning that allows the user to be more aware of their tone. In late December, Intentions received a grant from StuTech. (https://devpost.com/software/intentions)

Unblind
At MHacks in October 2018, my team built an iOS application for the visually impaired. We used a combination of the Google Vision API, Firebase and some basic natural language processing to read audio playback to the user describing their environment from a picture. (https://github.com/botv/Unblind)

Bough
At Makeschool during the summer of 2018, I developed an iOS application that allows a user to take a picture of someone at a party or event and learn about them. On the client side, I wrote in Swift and focused on creating a nice frontend. In terms of backend, I created my own RESTful API using Node.JS that processed images for facial recognition. Bough was picked as the top app out of 150 applications built by students that summer. (https://bough.io)

Unlit.io
During the spring of 2018, I built an online multiplayer game called Unlit.io. The game is essentially flashlight tag; the player roams around an environment looking for other players to shine their flashlight on. For backend, I wrote Node.JS code that communicated with a MongoDB database, as well as various API's such as Google Authentication and Stripe. As of December 2018, Unlit.io has over 12,000 users. (https://unlit.io)

Employment and Engagement

2019   Attendee, McHacks 6, *McGill University*
2018   Winner, StuTech Grants
2018   Attendee, MAHacks IV, *Boston*
2018   Attendee, MHacks 11, *University of Michigan*
2018   Counselor, Programming Camp, *Germantown Friends School*

Volunteering and Leadership

2017-2018   Germantown Friends School Computer Science Club (founder/head)
2017-2018   Technology Tutor at Cathedral Village Retirement Community
2012-2016   First Lego League Team (founder)

Hobbies and Interests

Programming and artificial intelligence
Business and entrepreneurship
Comedy writing
Skiing, sailing, squash, tennis
Jazz Piano

Languages

English: Fluent
French: Conversational

References

Matt Zipin
Department Chair, Computer Science, Germantown Friends School
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Chris Hales
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