



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 the summer of 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 4.15)
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

- 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 Head, Computer Science, Germantown Friends School

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Dion Larson

Head of Summer Academy, Make School

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