

Benjamin Porter

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EDUCATION

The University of Texas at Austin

Aug. 2017 - May 2021

B.S. in Computer Science (Turing Scholars Honors Program)

GPA: 3.65

Coursework: Quantum Information Science (H), Operating Systems (H), Computer Architecture (H), Data Structures (H), Discrete Mathematics (H), Competitive Programming, Statistics/Probability, Linear Algebra

EXPERIENCE

Software Consultant - ASAA Consulting, Inc.

Sept. 2018 - present

- Creating C# functions to verify existence and integrity of data in Amazon S3 buckets for use in a serverless AWS Lambda function

Research Intern - Parasol Laboratory, Texas A&M University

Jun. 2016 - Aug. 2016

- Implemented metrics in C++ using Parasol Motion Planning Library (PMPL) to evaluate ligand binding site candidates on protein surfaces, parsing protein database files and writing metrics to text files
- Proposed future application of metrics as features in a neural network approach
- Adhered to code quality standards and performed code reviews/check-ins
- Compiled a technical report and poster and presented findings at undergraduate research symposium

PERSONAL PROJECTS

Web Crawler and Search Engine

Nov. 2017 - Dec. 2017

- Implemented a web crawler and search query engine in Java
- Designed a web index using inverted indexing capable of storing 9000+ pages and a query language with precedence order and logical operations
- Developed a comprehensive testing framework, using graph algorithms to model pages and links and using JUnit to automate testing

Judge for Programming Contests

Jun. 2018 - present

- Developing a framework to manage, accept submissions for, and judge programming contests
- Using Docker Compose and Alpine Linux to create small, on-demand server-hosted user code repositories with automated grading provided by Git hooks and a dedicated Docker container
- Implementing a web portal using Flask backed by a SQL database for tracking submissions and scoreboards

Pest Control - Team Lead

Nov. 2016 - Apr. 2017

- Developed a video game in a team of four using the Unity engine in which the player takes on the role of an insect and completes various challenges
- Wrote mechanics for players to walk on surfaces and implemented user interface elements
- Facilitated effective communication/documentation and organized team meetings

Computer Architecture Projects

Jan. 2018 - May 2018

- Implemented an interpreter for a simple programming language with global variables and lambda functions
- Rewrote interpreter to compile source files into x86_64 assembly
- Wrote a concurrency API in C with context switching and channels for communication between threads
- Designed single-cycle, multi-cycle, and pipelined processors using Verilog

Tetris

Oct. 2017

- Implemented Tetris game mechanics in Java, such as rotations and resolution of collisions
- Built an AI to play Tetris by weighting the possible moves and selecting the optimal choice

SKILLS

Proficient: Java, C/C++, \LaTeX , Unity

Familiar: Rust, Go, Python, x86_64 assembly, Verilog, SQL, Javascript, HTML, CSS

Tools/Concepts: Docker, Git, Node.js, Express.js, Flask

HONORS

Leo and Catherine E. Schein Memorial Scholarship

Fall 2017, Spring 2018

- Endowed scholarship from the Department of Computer Science for distinguished undergraduate members of the Turing Scholars program

EXTRACURRICULAR ACTIVITIES

Competitive programming, Association of Computing Machinery, Electronic Game Developers Society