

BENJAMIN W. REITMAN

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Technologies

Proficient: Java, C, Javascript, HTML, NERP stack (Node, Express, React, Postgresql)

Knowledgeable: Python, CSS, C#, Unity

Projects

ARCity- <https://github.com/Capstone-mARio/ARcity>

An immersive Augmented Reality iOS app that allows users to walk around their city, play AR games, and earn collectable trophies.

- The key technologies we used were React Native, Viro Media, and Firebase.
- Implemented realtime geolocation tracker to render where interactive cubes spawn
- Lead and developed multiple AR arcade games

Line Game- <https://github.com/breitman/LineGameStackathon>

A multiplayer game in which players join a lobby and try to stay away from the line, controlled by the host.

- Written in P5.js and uses socket.io and TensorFlow.js.

Starships- <https://github.com/autarky-nomoi/Starships>

A simulation e-commerce website selling Star Wars themed spaceships.

- Developed front-end components with React & Redux
- Created backend routes with Node.js, Express and Postgresql
- Implemented Google's OAuth protocol allowing users to login with Google

Safe malloc/free-

A special version of the malloc and free library routines.

- Implemented a self-balancing Red Black Tree as the range query that checks on common heap allocation and usage mistakes

Professional Experience

Camp Takajo

Counselor and Tour Guide | Summers 2015-2017

- Cared for a bunk of eight children, aged 9-years-old, taught them independence and modeled good sportsmanship and fairness as well as mediated quarrels between campers.
- Coached lacrosse for 7 to 10-year-olds; implemented fitness drills as well as skill building
- At the request of the directors, I led camp tours for multiple prospective camp families.

Nassau Candy

Warehouse/Office Assistant | 2012-2016 during school breaks

- Assisted in Inventory control and warehouse organizational flow.
- Generated invoices, bills, and facilitated order fulfillment.

Sweet Sensations

Co-Owner | December 2015- May 2016

- Created a profitable retail business at a local farmer's market every Sunday during season selling pre-packaged candies, nuts and snacks while maintaining a 65% gross profit.
- Conducted market research for top selling confections and healthy items to determine correct pack size and pricing to ensure retail price was well received by our consumers.

Education

University of Wisconsin- Madison

Expected Graduation: May 2020

Majors: B.S. in Computer Science with a concentration in Entrepreneurship

- Relevant Coursework: Introduction to Data Structures, Introduction to Computer Engineering, Machine Organization and Programming, Introduction to Operating Systems, General Business

Fullstack Academy of Code

Graduated August, 2018

- Intensive 12-week software development bootcamp in NYC

Oxbridge Academy of the Palm Beaches

Graduated June, 2016

- Focused on Computer Science, learning Java and Python for 3 years
- Member of Computer Science Club in which we collaborated on object-oriented programs as a group.