Benjamin O. Schiller

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EDUCATION

University of Florida, College of Liberal Arts & Sciences – Gainesville, FL　　**May 2026**
Bachelor of Science in Computer Science, Minor in Sociology　　GPA: 3.5/4.0
UF in Lille: Engineering and Arts in France Study Abroad Program
Lille Catholic University – Lille, France
Relevant Coursework: Human-Computer Interaction, Data Structures, Programming Fundamentals 1 & 2

PROJECTS

Grocerly　　**May 2025**
- Designed and prototyped an interactive grocery shopping and meal-planning app focused on improving user experience through calendar integration, pantry tracking, and dietary support
- Built over 15 low-, mid-, and high-fidelity wireframes in Figma over a 6-week sprint, iterating weekly based on usability testing and accessibility feedback, and developed a clickable prototype that incorporated those refinements
- Conducted UX research using SCAMPER and Brain Mapping to identify user pain points and define feature priorities, such as smart meal cards, 1-click weekly planners, and allergy filtering

TravelEZ　　**May 2024**
- Conducted the front-end development of TravelEZ, a website that generates personalized budget plans for users planning study abroad trips
- Designed and implemented the website's user interface using HTML, CSS, JavaScript, and React, focusing on optimizing the visual and interactive experience, further strengthening UXD skills
- Coordinated with a diverse team of 4 people to deliver a functional and user-friendly trip planner, using weekly Agile sprints over 7 weeks to stay on track and iterate collaboratively

INVOLVEMENT

Theta Tau Professional Engineering Fraternity
Web Development Chair　　**August 2025 – Present**
- Designed, developed, and maintained the fraternity's internal website to streamline access to events, resources, and membership documents
- Implemented user-friendly layouts and responsive design principles using HTML, CSS, and JavaScript, enhancing usability across devices

Mind and Wellness Chair　　**August 2024 – Present**
- Promoted mental well-being and a healthy mindset among brothers of Theta Tau
- Collaborated with fraternity leadership to organize events that foster a supportive and balanced academic and social environment, such as weekly reading times in the park

Interactive Data and Immersive Environments (INDIE) Lab　　**January 2025 – Present**
- Contributed to a sensemaking research project exploring how automated provenance tools support communication and collaboration in complex analytical tasks
- Conducted literature reviews and proposed new variables (reading speed, cognitive load, etc.) to strengthen study design, deepening understanding of human factors in HCI research
- Ran 10 user studies and assisted with data collection for a document analysis experiment using screen recordings, keystroke logging, and timing scripts in Python, observing how users synthesize and summarize information under time pressure

WORK EXPERIENCE

Publix – Gainesville, FL
Grocery Clerk　　**January 2025 – Present**
- Maintained product quality and optimized shelf organization, showcasing efficiency and attention to detail
- Thrived in a fast-paced environment by multitasking and collaborating with team members to handle peak-hour demands, improving adaptability and teamwork
- Monitored inventory and identified stock shortages, applying problem-solving and communication skills

ADDITIONAL INFORMATION

Technical Skills: Microsoft UX Design Certificate, C++, Python, HTML, CSS, JavaScript, Six Sigma White Belt