BENJAMIN ZHANG

bzhang0@cs.washington.edu
github.com/bzhang0 | linkedin.com/bzhang0

EDUCATION

University of Washington *Expected Graduation: June 2024*
Bachelor of Science, Computer Science *Seattle, Washington*
GPA: 3.97, Dean's List (all quarters)
Relevant Coursework: Data Structures and Parallelism, Software Design and Implementation, Systems Programming, Hardware/Software Interface, Web Programming, Linear Algebra, Discrete Math

SKILLS

- **Languages:** Java, C/C++, HTML, JavaScript, CSS, React, TypeScript
- **Soft Skills:** Leadership, Communication, Teaching, Problem Solving, Self-motivated, Creative

EXPERIENCE

Impact++ *May 2021 – Present*
Developer *Seattle, Washington*
- Engaging in CS for social good through **technical projects** supported by industry and nonprofit mentors.
- Weekly meetings with five to seven other developers as well as technical project manager.
- Onboarding project to be completed in **Fall Quarter 2021** to learn new skills in area of interest.

Blaze Education *July 2019 – August 2019*
Computer Science Teaching Assistant *Redmond, Washington*
- Instructed fundamental **Python** and **Java** programming concepts (loops, conditionals, variables) to around 16 students.
- Planned and supervised daily activities to reinforce 21st Century Skills.

FIRST Robotics Team 2976 *December 2017 – June 2020*
Imagery Lead *Sammamish, Washington*
- Directed the electronics configuration of our 2019 Competition Robot in a team of three.
- Developed in-depth club **branding standards** and produced promotional videos for the team.

Mindsight Mentors *July 2019 – August 2019*
Algebra 1 Instructor *Lynwood, Washington*
- Taught **Algebra 1** to 20 middle/high school students from disadvantaged communities.
- Created weekly lesson plans with practice problems and supplementary homework.

PROJECTS

CLEARspeech *May 2021*
Husky Hackathon 2021 *https://bit.ly/CLEARSpeech*
- CLEARspeech provides **personalized and emotionally augmented speech generation** and predictive text for those with speech and motor impairments so they can **communicate faster** and more naturally.
- Awarded **1st Place Submission** in the Husky Hackathon for best all-around solution.

Campus Paths *February 2021 – March 2021*
CSE 331 Final Project
- **Full Stack Web Application** designed to display the shortest path between two locations on the UW campus.
- Java back end with DirectedGraph data structure and Dijkstra's least-weight path algorithm.
- **React** and **TypeScript** front end combined with **React Boostrap** for a presentable and clear display.

Rewind *March 2021*
SASEhack 2021 *https://devpost.com/software/rewind-ez8h6x*
- Transcribes lectures in real-time and offers specialized tools for increased accessibility in class.
- Front end created in **Figma**, back end powered by **Java** and **Google Cloud API**.

HONORS & AWARDS

- Dean's List (September 2020 – June 2021)
- 1st Place Submission, Husky Hackathon (May 2021)
- FRC World Championship Winner (April 2018)