Darren Bentler
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darrenbentler.com
South Huntington, New York
United States

Education

New York University | New York City, New York
Graduation Date: *May 2022*
Bachelor's in Computer Science and Engineering

Skills

Languages

- **Python** - 4 years experience with relevant coursework in Data Structures and Algorithms.
- **C++** - 3 years experience with a strong emphasis on Object Oriented Programming, Data Structures, Algorithms, and Operating Systems.
- **HTML/CSS and JavaScript** - 1 year experience with Web Design and development.
- **Java and C# -** 2 year experience collaborating with others on projects, utilizing the foundations and concepts taught to me at NYU.

Interpersonal

- **Communication** - Effectively collaborated with others, both at NYU and out, to convey complex ideas and solutions, both virtually and in-person.
- **Analytical Thinking** - Identified work/development issues and proactively worked when needed to complete objectives.
- **Teamwork** - Coordinated team scope, tasks, and schedules in order to meet milestones.

Experience

Dark Horse Tavern | Rockville Centre, New York
Bar Back | January 2022 - Present
- Ensure bartenders have everything required to provide exceptional service such as: clean glassware, garnishes, liquor, ice, etc.
- Cooked and prepared late night menu items.

Starbucks | South Huntington, New York
Barista | *May 2019 - April 2021*
- Worked closely with Shift Supervisors and Management to ensure smooth and efficient daily operations.
- Provided the "Starbucks Experience" through the creation of quality beverages, prompt service, and forming connections with Guests over each cup of coffee in a personal and friendly manner..

PROJECTS
https://www.darrenbentler.com/projects
https://github.com/dbentler

"Personal Website" | https://www.darrenbentler.com/
Using HTML | CSS | JavaScript | Flask (Python)
Deployed on the Google App Engine
- Designed and built a website from scratch using the aforementioned technologies to act as a "online résumé/portfolio".
- Worked extensively to achieve self set deadlines and milestones.

"LW-Network" | **LW-Core, LW-Hub, PunishGUI**
Using Java | Spigot API | Linux | Tebex API | Bungeecord
- Collaborated with team members to create a network of game servers and to later develop software to enhance the overall user experience.
- Solved numerous problems such as:
  - Figuring out a point's position within 3D space and its distance from the origin.
  - Resetting a player's gamestate with the execution of a command.
  - Developed and deployed a monetization scheme (store) via Tebex's API.
  - Interfacing with the gamestate itself via Spigot API to pull data such as weather, heat zones, and player points of interests for later review.
  - An easy to use GUI system to deal out the appropriate punishment for rulebreakers, instead of relying on memorization and procedure.
  - Ensuring that punished players could not connect to the network on an alternative account, or if they were attempting to connect via a VPN.

"Silicoin - A C++ Blockchain Implementation"
Using C++
- Set out to better understand Blockchain technology by writing my own "coin".
  - Set down the building blocks by creating a data structure - "Block" - which stored an index number, a proof number, previous hash, transaction data, and timestamp.
  - Utilized a C++ implementation of the SHA256 algorithm in order to hash the block data and implement a "proof of work" CPU algorithm for creating more blocks.
  - Chained these implementations together in order to create the "blockchain"