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<b>Education</b>	<b>Massachusetts Institute of Technology (MIT)</b> , Cambridge, MA Candidate for S. B. in Computer Science and Engineering, GPA: 4.6/5.0	June '16
<b>Experience</b>	<b>Gumroad</b> , San Francisco, CA <i>Full-stack iOS Developer Intern (KPCB Engineering Fellowship)</i> <ul style="list-style-type: none"><li>• Created and shipped the new <i>Gumroad Dashboard</i> iOS app</li><li>• Collaborated with designers to implement features for the <i>Gumroad Library</i> iOS app</li></ul> <b>MIT Media Lab: Fluid Interfaces Group</b> , Cambridge, MA <i>Undergraduate Research Assistant</i> <ul style="list-style-type: none"><li>• Developed AR software and web applications for the <i>Smarter Objects</i> project</li></ul> <b>Make School</b> , New York, NY <i>Instructor, iOS Game Development</i> <ul style="list-style-type: none"><li>• Presented lectures, developed curriculum, tutored, and provided debugging assistance to a group of 40 students at an eight-week game development bootcamp</li></ul> <b>Gameloft</b> , New York, NY <i>Game Programming Intern (Research and Development)</i> <ul style="list-style-type: none"><li>• Designed and developed a 3D mobile game prototype using C++ graphics libraries</li></ul> <b>FableVision Learning</b> , Dedham, MA <i>iOS App Developer</i> <ul style="list-style-type: none"><li>• Designed, developed, and shipped <i>The North Star Smart Stars Survey</i> educational iPad app to the App Store, in collaboration with illustrator Peter H. Reynolds</li></ul>	June '15 - Aug '15  Sept '13 - Present  May '14 - Aug '14  June '13 - Aug '13  May '12 - Aug '12
<b>Selected Projects</b>	<b>Got Light?</b> - <i>Published iOS Indie Puzzle Game</i> <ul style="list-style-type: none"><li>• Grand-Prize Winner of the 2013 MIT iOS Game Competition</li></ul> <b>ReaXn</b> - <i>iOS Safety App Prototype</i> <ul style="list-style-type: none"><li>• Winner of the Young Innovator Prize at CHIMEHACK 2</li></ul> <b>The First Winter Rain</b> - <i>Indie Flash Game with 200K plays</i> <b>Jelly: Return of the Jellies</b> - <i>Published iOS Game</i> <b>Flash Dive</b> - <i>Published iOS Game</i> <b>Verse</b> - <i>Oculus Rift VR Music Visualizer</i> (3rd Place at Next TV Summit 2014) <b>Oculus Drift</b> - <i>Oculus Rift VR Game</i> (MIT Techfair student-funded project) <b>AS3GameTuts.com</b> - <i>Flash Game Tutorial Blog with 1MM page visits</i>	Jan '13 - July '14  July '15  Mar '15 - July '15 Jan '15 - Feb '15 Aug '14 - Dec '14 Oct '14 Jan '14 March '11 - July '13
<b>Publications</b>	Valentin Heun, Kenneth Friedman, Andrew Mendez, Benjamin Reynolds, Kevin Wong, and Pattie Maes. 2014. Third surface: an augmented world wide web for the physical world. <i>UIST'14 Adjunct</i> , 71-72. <a href="http://doi.acm.org/10.1145/2658779.2658781">http://doi.acm.org/10.1145/2658779.2658781</a>	UIST 2014 ACM Intl. Conf.
<b>Leadership</b>	<b>MIT 6.670 iOS Game Development Competition</b> <i>Lead Organizer, Teaching Assistant</i> <ul style="list-style-type: none"><li>- Organized sponsorship, coordinated lectures, tutored iOS game development at office hours, managed a balanced budget, and managed a small team of TAs</li></ul> <b>TechX: ProjX Committee</b> <i>Committee Director</i> <ul style="list-style-type: none"><li>- Leading a team to fund student side-projects involving mechanical or electrical engineering, by coordinating our marketing, development, finances, and logistics</li></ul> <b>Boy Scouts of America - Troop 1 Islington</b> <i>Eagle Scout, Senior Patrol Leader, Silver Eagle Palm Recipient</i>	Sept '14 - Jan '15  Apr '15 - Present  2005 - 2012
<b>Skills</b>	Swift, Objective-C, Python, Java, C++, AS3, JavaScript, HTML5/CSS, Ruby on Rails Git, Xcode, Eclipse, MSVC, Sublime, Photoshop, Flash, Unity, Cocos2D, SpriteBuilder, openFrameworks, Processing	