

Benjamin YANG

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EDUCATION

The University of Texas at Austin *Austin, TX*

AUG 2015 - MAY 2019

- Bachelor of Science in Computer Science
- GPA: 4.00

TECHNICAL SKILLS

LANGUAGES: Proficient in Java, C and \LaTeX
Exposure to Bash, Python, C++, Lisp and Assembly
WEB DEVELOPMENT: Familiar with JavaScript, HTML, CSS
OTHER: Exposure to Linux

EXPERIENCE

Intern at The University of Texas at Austin *Austin, TX*

JUNE 2014 - AUG 2014

- Built web applications using Processing for one of the university's computer science courses that explained fundamentals of computer science such as heuristics and regression.

PROJECTS

Conductor

- Used JavaScript and Leap Motion, a motion detecting hardware, to develop a web application reminiscent of Guitar Hero, except for directors of orchestras and classical music.

RELEVANT COURSEWORK

Data Structures

AUG 2015 - DEC 2015

- Implemented graph algorithms: A*, Dijkstra's, Prim's
- Worked with MapReduce on an adaptation of Hadoop

Discrete Mathematics for Computer Science

- Predicate and Boolean logic
- Graph theory

Computer Architecture

JAN 2016 - PRESENT

- Wrote an interpreter in C for a very simple programming language
- Wrote a compiler for x86_64 assembly language in C for a simple programming language with integers, conditionals, loops and functions

Differential Equations

- Calculus of variations

CAMPUS ORGANIZATIONS

Mobile App Development, *member*

AUG 2015 - PRESENT

- Improves programming skills for Android, iOS and web platforms

Information Systems and Security Society, *member*

- Develops knowledge and skills for computer security

Association for Computing Machinery, *member*

- Fosters problem solving skills with competitive programming

Undergraduate Machine Learning, *member*

JAN 2016 - PRESENT

- Advocates learning and implementation of core concepts in machine learning