Genesis Benedith

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EDUCATION

University of Arizona   Tucson, AZ
Bachelor of Science in Computer Science   Expected May 2025
Minor: Professional & Technical Writing
Activities: National Society of Black Engineers, Google Developers Student Club, Girls Who Code, Software Engineering Wildcats, Women in Computer & Information Science, Phi Sigma Rho Sorority

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, HTML, CSS, SQL, YAML, Swift
Tools/Technologies: UX Research**,** Red Hat Ansible, Git/GitHub, Notion, Version Control, MongoDB, Node.js, Express, Software Development, IT Infrastructure, Technical Documentation, Android Studio, Virtual Reality, Augmented Reality

WORK EXPERIENCE

Center for Digital Humanities at the University of Arizona   Tucson, Arizona
Student Software Developer   Aug 2023 – **Present**
- Programming in Java via Android Studio SDK to enhance the functionalities of Temi and Cruzr robots, transforming them into interactive humanoid tour guides
- Investigating VR/AR technologies via UX research and performance testing to design & implement immersive, virtualized church services
- Conducting research on machine learning (ML) and artificial intelligence (AI) applications for robots

TE Connectivity   Remote
DevOps/Automation Engineer Intern   May 2023 – **Present**
- Automated the generation of job templates from the Ansible Controller QA to Ansible Controller production
- Successfully developed and implemented Ansible automation scripts to fetch GitHub pull requests
- Developed a script to extract data from the most recent job runs in Ansible, enabling detailed reporting on server host distribution and reducing reporting time

TE Connectivity   Middletown, PA
Electrical/Software Engineer Intern   May 2022 – Aug 2022
- Wrote software programs in Python and analyzed open-source code in Python and C++
- Calibrated structured light projector and camera to render 3D point cloud data
- Analyzed 3D point cloud object to examine metrics and reverse engineer tooling products

PERSONAL PROJECTS

Collaborative Coding Editor Web Application (JavaScript, HTML, CSS, MongoDB, Express, Node.js, WebSocket)
- Developed a full-stack web application providing users with a user-friendly collaborative coding platform
- Implemented user authentication and session management to ensure secure access to the application, incorporating password hashing for enhanced security
- Utilized Convergence Labs' Ace Collaborative Extensions for the Ace Editor and WebSocket, creating a dynamic code editor within the application, allowing multiple clients to write code and display changes in real-time

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow (MLT)
Career Preparation Fellow   Jan 2023–Present
- Completing a rigorous technical interview study plan, consistently tackling practice coding problems weekly, and dedicating time to self-study and research on topics such as Data Structures, Algorithms, and Big O notation
- Completing challenging business case studies and assignments to hone analytical, quantitative, and technical skills
- Attended technical interview workshops to enhance problem-solving and coding skills

Microsoft TEALS Program   Tucson, AZ
Computer Science Teaching Assistant Volunteer   Aug 2022 – April 2023
- Teaching advanced placement computer science course to a classroom of 30 high school students
- Assisting students with weekly computer science lab assignments in Java
- Providing private tutoring sessions to help students improve their understanding of computer science concepts