Benjamin C. Gordon

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OBJECTIVE

Obtain a software development internship so I can expand my skills in the development sector.

EDUCATION

4th year student, University of California, Santa Cruz
Expected graduation in 2015
Major: Computer Science
Current GPA: 3.3

EXPERIENCE

SDET Intern - SurveyMonkey (Palo Alto, CA)   June 2014 - August 2014

- Was tasked with spearheading the move to automated testing for my section of the site.
- Developed automated test scripts using Python and Selenium Webdriver for verification of site functionality.
- Built test libraries to better enable future automation writers to update existing tests & create new ones.

RELEVANT COURSEWORK

CMPS 102: Algorithm Design & Analysis   Spring 2014

- Developed algorithms for solving complex problems, and wrote in-depth proofs of their correctness and Big-O runtime.
- Topics covered included Greedy, Divide & Conquer, Network Flow, and Dynamic Programming algorithms.
- Most challenging and rewarding class I have ever taken; I received an A-.

CMPS 20: Game Design Experience   Winter 2014

- Developed a puzzle game in Javascript (titled Antigen) with a team over a period of 8 weeks. The game weighs in at around 2200 lines of code.
- Learned Javascript and SVN on my own; gained valuable experience developing high-level code with a team. Had to learn to manage and account for team members of varying levels of skill and initiative.
- During final presentations, professor urged the entire class to play our game, stating that it was fun and interesting. He did not make such statements for any other presentation.

OTHER SKILLS & EXPERIENCE

Experience developing in Java, Javascript/HTML/CSS, C, Python, and Assembly
Quick learner with enthusiasm for learning new technologies
Examplary written and verbal communication skills
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