IZZY BENNETT

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Objective: To work in the field as a Software Engineer and collaborate with other engineers

EDUCATION

B.S. COMPUTER SCIENCE, GEORGE MASON UNIVERSITY
AUGUST 2017-MAY 2020
GPA: 3.86
Dean's List Fall 2017-Spring 2020
Awards: Distinguished Undergraduate Teaching Assistant, Outstanding Academic Achievement

EXPERIENCE

JUNE 2019-AUGUST 2019
SOFTWARE ENGINEERING INTERN, ALARM.COM
- Improved the Android mobile application utilizing Java, Kotlin, XML, and Git
- Implemented bundled notifications and reconstructed the notification system for Android
- Responsible for nearly 50 bug fixes and minor enhancements

AUGUST 2018-MAY 2020
UNDERGRADUATE TEACHING ASSISTANT, GEORGE MASON UNIVERSITY
- Distinguished UTA for Spring 2020 and Outstanding UTA for Spring 2019
- Responsible for Computer Science Ethics and Law, Computer Systems and Programming, Intro to Low Level Programming, and Intro to Computer Science
- Answered questions in person and online via discussion board
- Directed students to improving their programming skills through labs and Piazza

AUGUST 2018-DECEMBER 2018
PEER ADVISOR, GEORGE MASON UNIVERSITY
- Responsible for co-teaching First Year Living Learning Communities
- Co-taught and mentored 24 students in a first-year transition course
- Collaborated with a faculty member to create and implement lessons on a weekly basis

SKILLS

Languages: Kotlin, JavaScript, React.js, Node.js, Haskell, Lisp, C, Java, C#, MySQL, Python, .NET
Software: Android Studio, Visual Studio, NPM, Linux, Git, XCode