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# Miles Benton

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## EDUCATION

**Bachelor of Computer Science**  
*California State University - Chico*

**Aug 2021 - Dec 2023 (expected)**

## EXPERIENCE

**Web Developer**  
*Chico ACM*

**Aug 2022 - Present**  
*Chico, California*

- Created and maintained a website for the Chico chapter of the Association for Computing Machinery.
- Used WebAssembly to allow deterministic timing and asymptotic analysis of competitive programming problems.
- Implemented visualizations of common data structures for web interface.
- Complete with competition functionality used to host a local programming competition for Chico students.

## PROJECTS

**Snail Maze++**, [snail.meters.sh](#)

**Nov 2022 - Present**

- Idle game based around simulating different maze-solving algorithms.
- Heavily optimized code, can simulate hundreds of thousands of maze solving algorithms in the browser using WebAssembly and Web Workers.
- SolidJS frontend with simulation code in Rust.

**Chico ACM Website**, [chicoacm.org](#)

**Dec 2021 - Present**

- A competitive programming judging website with deterministic timing.
- NextJS frontend and Actix Web (Rust) backend.
- Leverages a WebAssembly compile target for low-overhead sandboxing.

**Acolyte**

**Jan 2020 - Jun 2020**

- A web forum with threaded comments and live chat created for educational purposes.
- Go backend with vanilla JavaScript frontend.

**Table Tennis Robot**

**Dec 2019 - Feb 2020**

- Modified an off the shelf table tennis robot with an app to emulate features of more advanced products.
- Python server in on Raspberry PI connected to an Arduino emulates the hard-wired remote to the table tennis robot.
- Flutter companion app to automatically connect to and send commands to the server.

## SKILLS

- TypeScript
- Rust
- Python
- C++