Benjamin Wang

notbenwang@gmail.com | github.com/notbenwang | notbenwang.github.io

EDUCATION

University of Virginia   Charlottesville, VA
Bachelor of Science in Computer Science   *Expected May 2025*

PROJECTS

Wordle Screenshot Parser Tool | *Python, OpenCV Pytesseract, NiceGUI*   May 2024 - June 2024
- Developed a parsing tool using Pytesseract and OpenCV that automates the extraction/parsing of game information from a Wordle screenshot
- Integrated a series of smart filters and correction systems to handle several types of edge cases, increasing screenshot detection rate to 96%
- Designed and implemented a front-end debugging interface for developers using NiceGUI, allowing for better visualization of system logic and behavior
- Incorporated a feature that displays the screenshot's performance in comparison with other NYT users

Puzzle App @ UVA | *Python, Django, Heroku, Javascript, Git*   September 2023 – December 2023
- Collaborated with a team of developers to create a full-stack web-game application with Django that allowed players to create and play geographical-based puzzle hunts
- Responsible for the development and testing of many of the system's core features like puzzle creation, puzzle play, and moderation management
- Enhanced leadership and communication skills through effective team collaboration as Scrum Master through weekly team meetings and bi-weekly sprint reports

Top Down Survival Shooter Game | *C#, Visual Studio, Python*   December 2021 - Present
- With a group, developing a top-down shooter singleplayer survival game in C# and Visual Studio
- Originally a project developed in Python using Pygame, now in the process of expanding and refactoring the game's concepts and mechanics in C#
- Engineered the pathfinding algorithm, enabling reliable navigation and interactions between multiple entities

Course Review Catalog Final Project | *Java, Maven, JUnit, SQL, Git*   October 2022 – December 2022
- Collaborated with a group of student developers to develop a course review application using Java and Maven with an emphasis on test-driven development
- Responsible for implementing the backend system managing interactions between the program and SQL database
- Designed and assisted in implementation of the front-end interface using FXML

EXPERIENCE

Audio-Visual Technical Assistant   September 2022 – Present
University of Virginia   *Charlottesville, VA*
- Deliver technology and troubleshooting support for audio-visual equipment during university events
- Exhibit and exercise a meticulous attention to detail through persistent maintenance and equipment setup
- Strengthen foundational IT skills and problem-solving capabilities through effective troubleshooting and training
- Cultivate strong interpersonal and conflict resolution skills through consistent interactions with clients

SKILLS

Languages: Python, Java, C, JavaScript, HTML/CSS, SQL
Frameworks: JUnit, Django, Express.js
Libraries: NumPy, OpenCV, Pytesseract, FXML, Pygame, React, TailwindCSS
Softwares: Microsoft Office, Google Office Suite, Adobe Photoshop, Premiere