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*

RELEVANT COURSEWORK

Software Engineering: Advanced Software Development, Software Engineering, HCI in Software Development
Programming: Data Structures and Implementation, Algorithms, Machine Learning
Computer Systems: Operating Systems/Computer Architecture
Related: Foundations of Data Analysis, Statistics/Probability, Cryptocurrency

PROJECTS

Wordle Screenshot Parser Tool | *Python, OpenCV, TesseractOCR, 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 compares the screenshot's performance in comparison with other NYT users, utilizing web scraping techniques

Puzzle App @ UVA | *Python, Django, 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

Portfolio Website | *Javascript, React, TailwindCSS, Next.js*   July 2024
- Developed a single page, modal-like portfolio from scratch using Next.js and React
- Enhanced frontend development proficiency in technologies, overcoming challenges with CSS and animations, and actively incorporating user feedback for continuous improvement

The Endless Road | *Godot, Git*   July 2024 – Present
- Developing a single player, story-based point and click scrolling game about a robot traveling an endless road
- Responsible for the design and implementation of the game's features, story, and art direction

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, Next.js
Libraries: NumPy, OpenCV, TesseractOCR, FXML, Pygame, React, TailwindCSS
Softwares: Microsoft Office, Google Office Suite, Adobe Photoshop, Premiere, Godot