

Benjamin Wang

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EDUCATION

University of Virginia

Bachelor of Science in Computer Science

Charlottesville, VA

Aug. 2021 – May 2025

RELEVANT COURSEWORK

Software Engineering: Advanced Software Development, Software Development Essentials

Programming: Data Structures and Implementation, Algorithms, Object Oriented Programming

Computer Systems: Operating Systems/Computer Architecture

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript, HTML/CSS

Frameworks: JUnit, Django

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Softwares: Microsoft Office, Google Office Suite, Adobe Photoshop, Premiere, and Illustrator

EXPERIENCE

Audio-Visual Technical Assistant

University of Virginia

September 2022 – Present

Charlottesville, VA

- Delivered technology support and adeptly troubleshooted audio-visual equipment during university events
- Cultivated strong interpersonal and conflict resolution skills by collaborating with a diverse set of clients
- Exhibited meticulous attention to detail through maintenance and precise equipment setup
- Strengthened foundational IT skills and problem-solving capabilities through effective troubleshooting

PROJECTS

Puzzle App @ UVA | *Python, Django, Heroku, Javascript, Git*

September 2023 – December 2023

- Spearheaded the development of a puzzle hunt application on Django Framework within a Scrum environment
- Enhanced leadership and communication skills through effective team collaboration
- Implemented secure logins via Google OAuth
- Incorporated the Google Maps Javascript API to create a dynamic mapping window within the application

Polyrhythm Visualization Personal Project | *Javascript, HTML/CSS*

July 2023 - August 2023

- Led the development of a tool for visualizing complex musical polyrhythms using Javascript and HTML
- Formulated and executed the framework and algorithm guiding the system's functionality
- Produced customized sound samples for the visualization with Audacity
- Designed and put together a user-friendly interface for the application using HTML/CSS

Course Review Catalog Final Project | *Java, Maven, JUnit, SQL, Git*

October 2022 – December 2022

- Developed a course review application using Java and Maven with a focus on test-driven development
- Enhanced proficiency in Java programming through project involvement
- Successfully implemented the backend system, ensuring seamless interaction with the SQL database
- Designed and implemented the front-end interface, enabling clients to interact effectively with the system

Top Down Python Survival Game | *Python, Pygame*

October 2021 - December 2021

- Collaborated in the development of a top-down, zombie-based shooter survival game using Pygame
- Engineered the pathfinding algorithm, enabling seamless navigation for multiple enemies towards the player
- Played a key role in brainstorming core mechanics and establishing the game loop pattern
- Implemented dynamic cycling sprites and animations for an immersive gaming experience