Benjamin Wang

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EDUCATION

University of Virginia	Charlottesville, VA
Bachelor of Science in Computer Science	*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

EXPERIENCE

Audio-Visual Technical Assistant	September 2022 – Present
University of Virginia	*Charlottesville, VA*

- Provided technology support and troubleshooted audio visual equipment at university events.
- Worked with a diverse set of clients which helped develop interpersonal and conflict resolution skills
- Honed attention to detail needed through maintenance and proper set up of equipment
- Further developed basic IT and problem solving skills through troubleshooting
- Overall improved familiarity and expertise with audio visual technologies

PROJECTS

Puzzle Hunt Application | *Python, Django, Heroku, Javascript, Git*	September 2023 – December 2023

- With a team, developed a puzzle hunt application on a Django Framework in a Scrum environment
- Improved leadership, organization, and communication skills necessary when coordinating with team
- Implemented Google OAuth for secure logins
- Incorporated the Google Maps Javascript API into the system to build an interactive map for users

Polyrhythm Visualization Personal Project | *Javascript, HTML/CSS*	July 2023 - August 2023

- Developed a tool to help visualize musical polyrhythms using Javascript and HTML
- Developed the overall framework and algorithm of how the system operates
- Incorporated and created the sound samples for the visualization by hand using Audacity
- Implemented the overall UI and UX design of the application using HTML/CSS

Course Review Catalog Final Project | *Java, Maven, JUnit, SQL, Git*	October 2022 – December 2022

- Developed a course review application with Java and Maven using test driven development
- Improved and honed familiarity with Java programming
- Implemented the backend system which worked and interacted with the SQL database
- Implemented the front-end user interface allowing clients to interact with system

Top Down Python Survival Game | *Python, Pygame*	October 2021 - December 2021

- Developed a top down, zombie-based shooter survival game using Pygame
- Implemented the path finding algorithm which allowed multiple enemies to path towards the player
- Brainstormed the core mechanics and game loop pattern
- Incorporated cycling sprites and animations for the game

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