### Ben Pall

pallpointben@gmail.com

www.pallpointben.com

Byfield, MA Summer 2014

### **EDUCATION**

Tufts University School of Engineering, Medford, MA

Bachelor of Science, Human Factors Engineering and Computer Science, May 2017

GPA: 3.48/4.00, Dean's List for Four Semesters of Five

### **RELEVANT COURSEWORK**

### **Computer Science**

Algorithms, Machine Structure and Assembly Language Programming, Data Structures, Web Programming, Game Development, Discrete Mathematics

#### **Human Factors**

Human Factors Product Design, Computer Interface Design, Engineering Psychology Human-Computer Interaction, Human-Machine System Design, Project Study in Human Systems

### Other

Technical and Managerial Communications, Global Product Development, Game Theory, Advanced Statistics, Calculus I-III

### PROFESSIONAL EXPERIENCE

Pegasystems, Inc.Cambridge, MADigital Marketing InternMay-Aug, 2016

Published stakeholder content using Drupal CMS and other systems

Orchestrated updates to Pega.com for enhanced SEO, UX, and content

# **Zeta Beta Tau Fraternity, Omicron Chapter** *Rush Chair*Medford, MA *Full Year 2015*

Planned three rush events each semester within a budget

Executed the events while they were happening

Membership Development Director Spring 2016

Planned and led program to integrate new member class into the chapter

Educated new members regarding chapter procedures and values

# **Tufts University Spatial Cognition Laboratory**Research Assistant Medford, MA Jan-Aug 2015

Supervised experiments involving mental rotation

Implemented new experiments in software

## URJ 6 Points Sci-Tech Academy

Video Game Design Specialist, Counselor

Coached campers in video game design principles

Taught campers to create video games using software tools

Supervised campers in their living spaces

### **PROJECTS**

MapChat Fall 2015

Built a checkin service with the Google Maps API and node.js + express

Brawliseum Fall 2015

Created multiplayer top-down sword fighting video game

Built in JavaScript using the Phaser game development framework

### Freelance Crossword Writer 2007- Present

Creates crossword puzzles for The New York Times and Buzzfeed

Builds custom crossword puzzles for clients

■ Edited puzzles alongside New York Times crossword editor Summer 2012

### **SKILLS**

Languages: C, C++, Javascript, Python, Java, Bash, Visual Basic, R

**Tools:** Git, Unity, node.is + express, MongoDB, Bootstrap, JQuery, Drupal, Photoshop, Illustrator

Other: Wireframing, Rapid Prototyping, User Research

