Ben Kunkle

{"languages":{"Python":"","Rust":"","Typescript":"","Java":"","C":"","Go":"","Lua":""},"tools":{"vim":"","Git":"","Linux":"","Vercel":"△","NextJS":"△"},"header_info":[{"icon":"Phone","val":"(847) 848-8813"},{"val":"mailto:ben.kunkle@gmail.com","icon":"At","pretty":"ben.kunkle@gmail.com","href":true},{"val":"https://github.com/probably-neb","icon":"Github","pretty":"probably-neb","href":true},{"val":"https://nebsite.website","icon":"Globe","pretty":"nebsite.website","href":true},{"val":"https://www.linkedin.com/in/benjamin-kunkle/","icon":"Linkedin","pretty":"benjamin-kunkle","href":true,"personal_description":"Hi! I'm an asipiring Software Engineer that truly loves to program. I love languages, systems programming, and web development. I use any free time I have on personal projects through which I explore new tools, languages, and ideas."}],"projects":[{"name":"Millipyde","exclude":false,"skills":["Team Work","Collaboration"],"type":"Research Project","url":"https://digitalcommons.calpoly.edu/theses/2374/","short":"Working on benchmarking a tool that adds datatypes for gpu backed arrays and images to Python"},{"name":"Ant Simulation","type":"Personal Project","url":"https://nebsite.website/modules/ant-sim/index.html","short":"Simulating date retreival in peer-to-peer (P2P) networks with a system inspired by ants","skills":["Algorithms","Rust","Game Dev","Simulation","Research"],"steps":["Conducted research on P2P networks inspired by ant pheromone systems and developed a visual simulation of the algorithm.","Created a comprehensive report documenting the research and design process, including a live demonstration of the program using WebAssembly."]},{"name":"Wave Function Collapse","url":"https://wfc-tau.vercel.app","type":"Personal Project","short":"Implementation of Wave Function Collapse, the constraint based bitmap generation algorithm created by Maxim Gumin.","skills":["Algorithms","Prototyping","Haskell","Rust"],"steps":["Implemented algorithm in Haskell, as well as rust.","Extended the original algorithm to process wang tiles.","Compiled the Rust implementation to WASM and built a web viewer for the project using SolidJS"]},{"skills":["Leadership","Responsibility","Accountability"],"name":"Camp Towering Pines For Boys","type":"Camp Counselor","dates":"Summers of 2021 and 2022","short":"Six week overnight camp in Northern Wisconsin. I was personably responsible for a cabin of 15 boys aged 14-16 each summer."},{"name":"Smaller Projects","skills":["Solving Problems","Exploring/Experimenting"],"short":"I love working and playing with computers and look for excuses to do both","steps":["Created Goclone, a cli tool that uses rclone for backing up files to Dropbox to save battery.","Developed a resume generation system using TOML, LaTeX, and Jinja2 to separate formatting and content, allowing for quick iteration and easy updates.","Enjoyed college course on Systems Programming, where projects were built from scratch in C, including a word frequency counter using a trie, Huffman encoding/decoding and simplified versions of GNU Tar, Talk, and Uniq."]}],"calpoly":{"notable_completed":["Data Structures","Computer Architecture","Systems Programming","Discrete Structures","Design and Analysis of Algorithms","Proj-Based Obj-Oriented Programming and Design","Programming Languages","Theory of Computation","Software Engineering"],"completed":["Data Structures","Proj-Based Obj-Oriented Programming and Design","Computer Architecture","Systems Programming","Introduction to Computer Organization","Discrete Structures","Design and Analysis of Algorithms"],"current":["Intro to "]}}