Benjamin Stammen

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EDUCATION

The Ohio State University, Columbus, Ohio, USA
B.S. Computer Science and Engineering
Cumulative GPA: 3.382 / 4.00
Expected Graduation: May 2017

EXPERIENCE

Software Engineering Intern, Capital One   Jun 2016 – Aug 2016
- Implemented production-ready biometric features in primary iOS application
- Collaborated with members of API, XML Gateway, and Vendor teams to troubleshoot server-side issues

Game Software Engineer, Avalinx Studios   May 2015 – Aug 2015; Dec 2015 – Jan 2016
- Wrote client side of universal messaging platform able to be used for applications on all iOS devices
- Created 4 production-quality games, including a base class utilized by 6 additional games
- Learned over 5 languages and frameworks required for the job, including SpriteKit, UIKit, and Cocos2D.

SKILLS

Highly Skilled and Proficient: Java, C#, Objective-C
Proficient: Python, HTML, CSS, Javascript, C, LaTeX, Ruby
Frameworks/libraries/tools: LibGDX, SpriteKit, Unity Engine, Android Studio, Xcode, Visual Studio, Git, Leap Motion SDK, Myo SDK

PROJECTS AND ACTIVITIES

Game Creation Club, Webmaster   Aug 2013 – Aug 2014
- Managed and updated organization's website
- Privately created a mobile game for the Android platform using the Unity Game Engine and C#, published on the Google Play store: bit.ly/1rtZpWj

Course Projects   Jan 2016 – May 2016
- Performed roles of team lead and architect for C# platformer game project
- Created adaptive front end interface for feature-filled Ruby-on-Rails chat application

Hackathon Projects   Aug 2015 – Dec 2015
- Created and deployed LibGDX game to Google Play Store in less than 24 hours: http://bit.ly/2blaGbl. Created at OHI/O 2015.
- Implemented distributed computing platform for iOS devices capable of solving embarrassingly parallel problems. Created at Boilermake 2015.
- Created mixed reality chess set complete with multiplayer functionality. Won "Most Original Hack" at HackOHI/O 2016.

More projects available at https://github.com/sfotm

LEADERSHIP

Ohio State University Hometown Ambassador, Team Leader   Oct 2015 – Present
- Contacted local school administrators and assembled group of Engineers for visits
- Spoke with 7 classes across 2 school districts about STEM fields using a combination of presentations and team-building activities