

Benjamin Most

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Columbia University Computer Science and Math/Economics Major with seven years of coding experience, success in competitive math, and a proficiency at problem-solving.

SOFTWARE/CODING SKILLS:

C/C++, Java, Lua, Python, R,
Javascript, Objective-C, MySQL,
HTML/CSS, Unix, Git, LaTeX, React

GENERAL SKILLS:

Competition math, number theory,
software design (high- and low-level),
data structures, debugging, data
analytics

HONORS/AWARDS:

Dean's List at Columbia for high
performance (every semester)

Ranked 10th in the United States for pi
memorization (4030 digits)

Five-time AIME math competition
qualifier with a high score of 9

Scholastic Art and Writing Awards Gold
Key recipient

Harvard-Westlake Ducommun Math
Award recipient

EMPLOYMENT EXPERIENCE

Columbia University Manhattanville Development Project

Developer and Assistant to Project Manager // Summer 2018

- Program and oversee creation of low-voltage smart systems for Manhattanville construction project

Columbia University Computer Science Department

Advanced Programming TA // 2018

- Teach C/C++ topics including pointers and memory, compiling and linking programs, and TCP/IP basics

Hero Digital Entertainment

Summer Developer and Project Manager // Summer 2017

- Develop iOS/Android applications for high-profile clients such as Shaun White and Iggy Azalea
- Create design documents for mobile game projects
- Write presentations to pitch ideas to potential investors

Google Summer of Code

Developer at PySoy // Summer 2017

- Develop graphics and features for open-source PySoy game engine

3:15 Software

Lead programmer and business manager // 2015-Current

- Manage business aspects of game development software company, including hiring contractors and contacting publishers
- Guide four-person team as Lead Programmer and Designer, in addition to business management/CEO role

EDUCATION

Columbia University, New York, NY -- Class of 2020

Intended Major: Bachelor of Arts in Computer Science and Mathematics/Economics; GPA 3.8

Harvard-Westlake, Studio City, CA -- Class of 2016

SAT: Math (800), Reading (800), Writing (800)

PROJECTS/ACTIVITIES

Herman Electro (C++/Lua) // 2015-Current

- Lead developer/designer on team of four working on randomly generated puzzle game with around 120,000 lines of code; planned PC/PS4/Nintendo Switch release in January 2019

NYC Public Art (Python/Javascript/HTML) // 2017

- Developer on Google Maps-integrated project displaying temporary art exhibits in New York City

WalMart Shopping Data Analytics (Microsoft Azure/R/MySQL) // 2017

- Worked on software analyzing WalMart shopping data and predicting seasonal trends with machine learning

Columbia Board Game/Game Design and Development Clubs

President/Vice-President, 2016-2018

Competitive Math Circle, Studio City, CA

Founder/Lead Teacher, 2014-2016