

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, C#, Lua, Python, R, JavaScript, Objective-C, SQL, HTML/CSS, Unix, Git, LaTeX, React, algorithms, AI, machine learning, graphics, back-end, web development

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 10

Harvard-Westlake Ducommun Math Award recipient

Scholastic Art and Writing Awards Gold Key recipient

ACTIVITIES:

Columbia Games Club
President, 2016-2018

Columbia Game Design and Development Club
Vice-President, 2016-2018

Columbia Federalist
Editor-in-Chief, 2016-2018

Competitive Math Circle
Founder/Lead Teacher, 2014-2016

EMPLOYMENT EXPERIENCE

Columbia University Manhattanville Development Project

Developer Intern 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++ and general topics including pointers and memory, compiling and linking programs, and TCP/IP
- Hold weekly office hours and frequent recitation sessions

Hero Digital Entertainment

Summer Developer and Project Manager // Summer 2017

- Develop iOS/Android applications for high-profile clients
- Create design documents for mobile game projects
- Write presentations to pitch ideas to potential investors

3:15 Software

Lead programmer and business manager // 2015-Current

- Guide four-person team as Lead Programmer and Designer
- Manage business aspects of game development software company

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)

Stanford Pre-Collegiate Studies in Artificial Intelligence – Summer 2015

PROJECTS

Schedulion (Node.js/SQL) // 2018-Current

- Developer on Columbia schedule assistant software; working with scheduling algorithms and back-end of Schedulion web service

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

Matrix Multiplier (React/Javascript/HTML/CSS) // 2018-Current

- Matrix multiplication application in React; can be used at themostr1.github.io/matrix-multiplier

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

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

Arena (Java) // 2014-2016

- Developed a top-down semi-3D action game in a custom Java graphics and game engine, with 12 unique characters