Benjamin Most

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Columbia University Computer Science and Math/Economics Major with seven year 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

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

3:15 Software
Lead programmer and business manager // 2015-Current
- Manage business aspects of game development software company, including hiring contractors, writing contracts and agreements, 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

Columbia Board Game/Game Design and Development Clubs
President/Vice-President, 2016-2018

Competitive Math Circle, Studio City, CA
Founder/Lead Teacher, 2014-2016