

Ben Chesser

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Education

University of North Carolina, Chapel Hill, NC

B.S. Computer Science with Creative Writing Minor

August 2022 – May 2026

GPA: 4.0

Languages/Technologies

- Swift, Python, Java, JavaScript, TypeScript, C, SQL, HTML5/CSS
- SwiftUI, React, Angular, FastAPI, SQLAlchemy, HTTP, Nginx, Git, GitHub, Figma, Sketch

Experience

Apple Inc. – Austin, TX

May 2025 – Aug 2025

Software Engineering Intern

- Helped **design and develop** the modernizing rewrite of internal **MacOS and iPadOS applications**
- Learned world-class principles of **collaboration, communication, and full-stack development** in a corporate setting
- Navigated pre-existing codebases to debug SwiftUI internal applications

University of North Carolina at Chapel Hill – Chapel Hill, NC

Aug 2024 – Present

Computer Science Teaching Assistant

- Courses Taught: **Systems Fundamentals, Computer Organization**
- Instructed and hosted weekly office hours for classes totalling more than 500 students
- Developed skills in teaching and **communicating complex ideas**
- Designed and edited homework, review guide, and quiz questions

App Team Carolina – Chapel Hill, NC

May 2024 – Present

Chief Executive Officer and iOS Developer

- App Team Carolina is a nonprofit organization that provides students with **realistic iOS development industry experience** by partnering with other 501(c)(3) nonprofits and working through the full mobile app development process in teams of developers, designers, and product managers
- Designed and directed the initiative to open bootcamps for all university students
- Developed skills in managing and mediating projects in real-world problem-solving scenarios
- **Worked with a team** to develop applications using technologies including Swift, SwiftUI, Figma, Slack, and Github

UNC Computer Science Department – Chapel Hill, NC

Aug 2024 – Present

Computer Science Experience Labs Manager

- Promoted open communication between students, enhancing engagement and collaboration across projects
- Managed scheduling and **effectively communicated project needs** to ensure smooth coordination

Awards

- Won HackNC 2024 Hackathon Best Game Hack award in the general track for SwiftUI app, [Magic Missiles](#)
- Won HackNC 2022 Hackathon Best Mobile Hack award in the general track for SwiftUI app, [Critt](#)
- Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024, Spring 2025 UNC Dean's List
- Created social media content achieving over 13 million views

Projects

[CHAIN GAME](#) – React Framework, FastAPI, OpenAI API

August 2024

- Created a free, open source word game that uses GPT AI semantic analysis
- Used React for the frontend with Fast-API connecting the Python backend
- Hosted on a DigitalOcean droplet using nginx

[Whisker](#) – Swift, SwiftUI, SwiftData

April 2024

- Lead a team to develop an iOS app that streamlines the selection process in pet adoption, matching users with pets based on information including location, description, age, and breed
- Leveraged LocationManager to get available pets from a user-specified radius and SwiftData to store matched pets locally
- **Won Design Award at the Spring 2024 App Team Gala**

[Computer Science Experience Labs 'Academic Planner'](#) – Angular, PostgreSQL, Kubernetes, Docker

April 2024

- Created a new section of the UNC computer science website that allows students to select classes they have taken and see what classes they have and have not satisfied the prerequisites for.
- Utilized FastAPI, and SQLAlchemy to save changes to UNC Student's profile
- Built a GUI with Angular, Typescript, HTML5, and CSS