

Benjamin Weiss

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

GPA: 3.84

Gainesville, FL

Aug 2019 – Dec 2023

WORK EXPERIENCE

Software Engineering Intern

Jun 2023 – Aug 2023

Charles Schwab

Lone Tree, CO

- Led integration of 100+ MS SQL Server databases into a health status Dashboard, using Powershell, C#, .NET, Perl, and cross-platform technologies for seamless monitoring providing the foundation for 100% database coverage.
- Created intuitive cross-platform UI using HTML, CSS, and JavaScript for efficient issue diagnosis, resolution, and health analysis by Advisor Services Data team.
- Migrated Excel-based production database metrics to Tableau Dashboard and automated metric collection, resulting in **savings of approximately \$23,000/yr** in recurring development costs.

Game Programmer

Sep 2022 – Present

Studio Kolean

- Owned the implementation of the character movement and attack mechanics using the Unity game engine and C#.
- These mechanics entailed the implementation of 4 discrete movements and 4 discrete attacks as well as combination moves consisting of more than 1 attack or movement commands executed simultaneously.

PROJECTS

BuySellHold | *Python, C++, Alpaca SDK, R*

- Designed and developed an algorithmic trading tool in Python and C++ integrated with the Alpaca market data API to automate trading decisions.
- Composed **more than 3** custom indicators and aggregations which when combined provide actionable buy, hold, or sell signals.
- Performed market-data analysis using R to compare historical trading results to potential gains from new trading strategies.

PLC Language Compiler | *Java*

- Collaborated with a classmate to develop an object-oriented toy programming language targeting the JVM.
- Demonstrated a deep understanding of fundamental programming language concepts and the ability to compose a correct language implementation.

Blaze | *C, C++, Semgrep*

- Collaborated on a semester-long senior project with four peers to develop "Blaze," an SNES emulator, using C/C++ to accurately replicate the Motorola 6502 instruction set and core components such as CPU, Memory, and display.
- Led as Scrum Master, organizing task priorities and utilizing Agile methodologies like Kanban and sprints. Established a Trello board for progress tracking, and managed version control through GitHub.
- Ensured code quality by setting up CircleCI for continuous integration and integrating Semgrep for static code analysis, enhancing the project's reliability and maintainability.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, SQL, JavaScript, R, bash, Powershell, C#, ARM Assembly, Perl

Frameworks: .NET, JQuery

Developer Tools: Git, Unity, Oracle Database, SQL Server, terminal/shell, LaTeX, Control-M, Tableau, Toad, Semgrep, CircleCI

Libraries: SFML, Processing

Applications/Operating System: Linux, Unix, Windows, QEMU

MILITARY EXPERIENCE

Palsar 7 - Armored Corps Recon.

Mar 2014 – Sep 2016

Active Combat, Navigation Instructor

Israel Defense Forces

- Gunner Cert. 07
- Current Rank (in Reserves): Sergeant Major
- Extended training period of 12-months