Yuval Ben-Hayun

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Education: *Tufts University*, Medford, Massachusetts
Pursuing a Bachelor's in Computer Science & Mathematics
Minor in Drama
Expected Gradation Date: May 2017

Languages: Python, C, C++, HTML5, CSS3, & Javascript

Technical Proficiencies: Word, PowerPoint, Excel, Quick Books Pro, Photoshop, GIMP, Maya

Relevant Coursework:

- Data Structures
- Algorithms
- Web Programming
- Machine Structure and Assembly Language
- Abstract Linear Algebra
- Discrete Mathematics
- Real Analysis I
- Complex Variables

Work Experience:

Trieste Construction
Assistant Office Manager Summer 2014 | Long Island City, NY

- Created change orders for clients to approve additional work not listed in original contract
- Invoiced customers once change orders were approved and billed the client account
- Utilized Word, Excel, and Quick Books Pro to create all estimates, invoices, and change orders
- Was responsible for making phone calls and sending emails to customers, supervisors, and businesses

Tufts University
Admissions Tour Guide January 2014 – Present | Medford, MA

- Led tours throughout a variety of weather conditions in order to describe my Tufts Experience
- Terrific public speaking experience, where at times I had to be heard by over sixty people

Bow Tie Cinemas
Team Member June 2013 – May 2014 | Manhasset, NY

- Kept inventory of all items in the theater daily
- Managed cash register at both the concession and the box office
- Required to respond to customers requests in a seamless and timely matter

North Shore Hebrew Academy High School
Peer Tutor for Mathematics & Physics January 2010 – May 2013 | Great Neck, NY

- Tutored fellow classmates in a variety of courses, ranging from Algebra to Calculus and AP Physics
- Engaged in one-on-one interaction in order to facilitate learning experience for the student

Personal Projects:

Snake! – A Modification https://ybenhayun.github.io/work/snake

- An HTML/Javascript game based off of the arcade game of the same name
- Created with ten different game types, all slight variations of the original game
- Used Javascript to animate the grid, and used different algorithms to figure out placement of objects, end games, and the implementations of different game types
- Ended up teaching myself a considerable amount of new material throughout the process

Project Euler Solutions Guide https://ybenhayun.github.io/blog

- Ongoing solutions guide to the Project Euler problems that I have solved
- Algorithms described in detail, and all problems thus far are solved in C++