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++