2455 Cottle Ave. San Jose, CA 95125 Cell: 408.797.8394

Email: <u>bdarnell@ucsb.edu</u> GitHub: https://github.com/Ben1152000

College sophomore with a background in programming and scientific research, interested in applying problem-solving skills to important real-world issues.

Education

University of California Santa Barbara, CA (GPA: 3.96)

2018-Present

B.S. in Computer Science, College of Creative Studies

Expected Graduation: 2022

Kehillah Jewish High School (GPA: 4.35, ACT: 36)

2014–2018 (Graduated June 2018)

California State Summer School for Mathematics and Science (COSMOS) Summer 2015 Studied Astronomy and Climate Science under Professor Guhathakurta, UC Santa Cruz.

Skills

Relevant Academic Courses:

 Upper-Div CS Classes: Data Structures & Algorithms, Formal Lang. & Automata, Machine Learning, Parallel Prog., Grad-Level Computational Geometry, Android Development, Compilers, Operating Systems

Software: Proficient in Python, Java, C, C++, HTML/CSS, COBOL. Tools including Git, Bash, Perforce, MATLAB, Photoshop, Microsoft Office. Experience with Unix shell programming.

Experience

Summer Research Project

June-Nov, 2020

- Advised by Dr. Ben Hardekopf, Department of Computer Science, UCSB.
- Recipient of the CCS Summer Undergraduate Fellowship. Given a stipend to fund an independent research project, and presented a poster at the CCS Research and Creative Activity Conference.
- Designed and created a command-line tool for automated problem generation that is used in upper-division CS classes at UCSB.

Organizer, SB Hacks

March-Dec, 2020

• In charge of creating the hackathon's digital venue, using Hopin, Discord, and Devpost.

Engineering Intern at Jobvite, San Mateo, CA

June-Sept, 20

- Built a framework for Automation testing of Jobvite's Candidate Self-Scheduling web-interface in Java using the Selenium webdriver, and automated a suite of QA test cases.
- Worked toward reducing runtime of the Integration testing suite for enterprise software.

Engineering Intern at Baobab Studios, Redwood Shores, CA

May-Sept, 2018

- Debugged scenes in Crow: the Legend, an Emmy award-winning VR film.
- Wrote Python scripts to automate audio/video conversion with ffmpeg to support various mobile platforms, including Oculus Go, Samsung Gear.

Nano-Chemistry Intern at Los Alamos Nat'l Laboratories, Los Alamos, NM Jun-Aug, 2017

 Worked at the Center for Integrated Nanotechnologies, synthesizing a quantum dot display for the Bradbury Science Museum and performed data analytics programming using Igor.

Projects/Honors

Projects:

Created online RPG tabletop simulator, for games of D&D run in a social distancing environment. (website: http://cartesia.bdarnell.com)

Academic Honors:

- University of California Regents' Scholar (Top 1% of applicants)
- National AP Scholar (Scores of 4 or higher on 8 AP tests) 2018
- National Merit Commended Scholar (CA) 2018