

BENJAMIN PARK

Software Engineer

Contact:

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Address

12000 Market Street Apt 266, Reston, VA
20190

Education:

University of Florida

Bachelor of Arts in Linguistics

Skills:

Programming

C, C++, Java, XML, JavaScript & TypeScript
(Node, React), Python, SQL, JSON
IntelliJ, WebStorm, Visual Studio, Visual
Studio Code, Vim, OpenGL, SDL2

Graphics & Design

Photoshop, Illustrator, InDesign, After
Effects, Dreamweaver, FontForge

Experience:

Cvent – Software Engineer I

January 2022 – Current

Develop features for event management
software, both on the front and backend.
Uses languages and APIs such as: Java,
JavaScript, React, Node

Cvent – Associate Software Engineer

May 2021 – January 2022

Joined as part of the original members of the
Apprenticeship Program, which operates
similarly to a paid internship with an
emphasis on later employment. Was the first
to graduate out of my colleagues, and the
company as a whole, within 4 months.

Goals:

I am driven to pursue opportunities where I can continue to feel challenged
by technology and software, where I can feel that my impact as a programmer
is realized in tangible and meaningful ways.

Notable Projects:

Sono

github.com/Nallantli/Sono

Originally envisioned as a tool for assessing and evaluating phonological
processes and mutations, developed into an interpreted programming language
that was positioned for possible use by the University of Florida Linguistics
Department.

Capable of using phonological units (phonemes, segments, phonological feature
matrices) as basic types.

Rossa

github.com/Nallantli/Rossa

A product of multiple years of previous development, operates as a complete,
general-purpose scripting language. Written in C++.

Amóba

github.com/Nallantli/amoeba

A game built in React that emulates the most exciting form of tic-tac-toe: playing
on an infinite grid. While the application was submitted as the final project for
CS50x certification, it was the first full project in my portfolio made using React
with TypeScript.

Spherical Terrain Generator

github.com/Nallantli/glfw-glfw

Generates a “planet” with biomes distributed by an altitude-aridity matrix and
projects it onto a sphere or Mercator mapping. Showcases the use of C++ 3D
graphics libraries like OpenGL and SDL2, and the linear algebra behind their
application.

Chat Client and Server

github.com/Nallantli/NallanChatCLI

github.com/Nallantli/NallanChatServer

Instant messaging client routed through a dedicated server with account
management – capable of end-to-end encryption.

Basic Neural Network

github.com/Nallantli/general-repo/tree/master/cpp/Neural_Network

A library for the creation of basic, single-propagating neural networks written in
C++ from scratch. Includes backpropagation and training algorithms.

Academic and Professional Accomplishments:

CS50x Harvard Certification: Introduction to Computer Science

December 2021

Learning the basics of professional computer science including various projects in
C, Python, SQL and general data management.