

Ben Cuan

Hello! I am a student software developer pursuing an education in Computer Science and Psychology. I am an aspiring full stack engineer who enjoys developing responsive user interfaces in a variety of applications, including websites and games.



contact@bencuan.me



<https://bencuan.me>



github.com/64bitpandas



linkedin.com/in/bencuan

Education

University of California, Berkeley

August 2019 to May 2023 | Berkeley, CA

Current 2nd year undergraduate. Intended Computer Science and Psychology double major in the College of Letters and Science. GPA: 3.9/4.0

Organizations: Open Computing Facility (OCF), CS Mentors, Bay Area Scientists in Schools (BASIS)

Experience

Course Staff, CS61A

August 2020 to Present | UC Berkeley | cs61a.org

- Course tutor for CS61A (Structure and Interpretation of Computer Programs), taught in Python, Scheme, SQL
- Led 4 small-group tutorial sections every week for ~20 students total
- Other teaching experience at UC Berkeley includes tutoring via CS370 (CS pedagogy course) and CS Mentors (CS61B, Data Structures in Java)

Open Computing Facility - DeCal Head Facilitator / Staff Member

August 2019 to Present | UC Berkeley | decal.ocf.io

- Head Facilitator for faculty-sponsored, student-run course on Linux System Administration (CS 198-008)
- Developed lab materials for topics including: shell scripting, config management, Linux post-installation
- Managed course infrastructure: updated website templating via Jekyll, VM provisioning
- Projects as OCF staff include: implementing site type checking, improving Prometheus server monitoring

LaunchHacks - Lead Organizer

June 2018 to April 2019 | Cupertino, CA | launchhacks.bananium.com

- Directed a team of 10 to organize a hackathon for approximately 100 high school students
- Main developer for LaunchHacks website (launchhacks.bananium.com)
- Managed over \$5500 in funding from corporate sponsors

Projects

For more information, please visit my site at bencuan.me

Frontend Web Development | bencuan.me

Main contributor to websites for LaunchHacks and BananiumLabs (bananiumlabs.com); contributed to the OCF website (ocf.io).

Hackathon Projects | devpost.com/64bitpandas

Attended 12+ hackathons where I developed impactful software and hardware projects such as CarrotCane, an affordable cane attachment for the visually impaired, and AudiSea, a virtual reality audio visualizer; four of my projects won awards.

Game Development | 64bitpandas.itch.io

Participated in several Game Jams and published five small-scale games (Bullet Sanctum, C:\ONVERGENCE, It's Rude To Point, Bullet Heaven, Eggmageddon). Current member of Trisagion Games (github.com/trisagion-games), a small indie game studio.

Skills

Languages: C#, Java, HTML/CSS/JS, Python, SQL, Bash

Frameworks/Technologies: Node.js, React, Jekyll, Eleventy, Unity, NumPy, Linux, Flask, JQuery