

Benjamin Chatman

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EDUCATION

Michigan State University, East Lansing, MI

May 2028

- *Bachelor of Science in Computer Science*
- *Bachelor of Arts in Mathematics*
- GPA: 3.15/4.00

WORK EXPERIENCE

North Peak Leads, *Lead Software Developer*, Grand Rapids, MI

July 2026 – Present

- Built a website to intake new clients and gather information from them to give them a quote and to allow for follow up information.
- Built a small functional database from scratch using SQL to keep track of client names, appointment times, and other crucial information.

PROJECTS & LEADERSHIP EXPERIENCE

3D Renderer | C++

- A raycast engine akin to older video games such as DOOM and Wolfenstein 3D.
- Uses a 2D array as a map to calculate distance between the camera and the objects to render them onto the screen of the user.
- Optimized and concise code capable of running 2000+ frames per second on low-end hardware.

Chess GUI and Engine | Python

- A chess GUI capable of handling all chess moves in the standard chess rule book.
- Utilizes alpha-beta pruning and quiescence search methods to search for the best moves up to 3 moves deep.
- Competes at about an elo rating of 1500 on the maximum depth of 5.

FRC Team 3357, *Lead Programmer*, Grand Rapids, MI

May 2022 – August 2024

- Led a top 100 team in the country to win the world championship multiple times.
- High-level object-oriented C++ programming which allowed the robot to function autonomously and manually.
- Teach new students the C++ programming language and our meticulous methodology of working through new problems every year, to ensure the success of themselves and the team.
- Experience with Git to keep code organized and sectioned so multiple students can work simultaneously.

TECHNICAL SKILLS

- *Computer Languages*: Python, C++, Java, C, SQL
- *Tools*: Git, Microsoft Office, wxWidgets, Visual Paradigm
- *Skills*: Unix/Linux Operating Systems, Codebase Management, UML Design