Benji Andrews

Software Engineer

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Education

COLBY COLLEGE   WATERVILLE, ME
Bachelor of Arts in Computer Science   Aug 2018 - May 2022

Relevant Coursework: Neural Networks, Data Visualization/Analysis, Computer Architecture, Programming Languages, Database Design, Analysis of Algorithms, Data Structures/Algorithms

Skills

PROFICIENT: Python, Java, Go, C, Tensorflow, NumPy, Pandas, Matplotlib, AutoDesk CAD Suite
   FAMILIAR: VHDL, React Native, Unity, MongoDB

Relevant Experience

RESEARCH ASSISTANT

COLBY COLLEGE INSITE LAB   **JUN 2021 - PRESENT**

- Exploring and developing a system for automating the creation of accessible charts and diagrams through an approach that blends computer vision, machine learning, and natural language captioning
- Collaborating with the Colby advanced research computing department to utilize a GPU cluster for remote neural network training
- Meeting weekly with supervising professor and fellow research assistants to provide updates on progress, explain challenges, and brainstorm solutions
- Presented original development work at Colby College's undergraduate research symposium

CREATIVE TECHNICIAN

MULEWORKS INNOVATION LAB   **SEP 2018 - PRESENT**

- Participating in the daily operation of a student-focused makerspace, including equipment maintenance and purchase decisions
- Assisting students and faculty with the use of laser cutters, 3D printers, 3D scanners, and VR applications for personal and research projects
- Collaborated to develop a video-based course designed to teach new creative technicians to use and maintain available equipment

COMPUTER SCIENCE TEACHING ASSISTANT

COLBY COLLEGE COMPUTER SCIENCE DEPARTMENT   **SEP 2020 - PRESENT**

- Mentoring and advising 100+ students in various computer science course taught in Python, Java, and VHDL in an open, "office hours" style environment
- Honed on-the-spot problem solving by guiding students through specific errors and structural issues

COMPUTER SCIENCE TUTOR

COLBY COLLEGE COMPUTER SCIENCE DEPARTMENT   **SEP 2020 - DEC 2020**

- Provided one-on-one advisory and assistance for new computer science students with programming projects and course topics
- Reinforced understanding of Python principles/practices, developed a pedagogy for introducing newcomers to programming

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Other Involvement

- Volunteering at Waterville Public High School, assisting their FIRST robotics team with programming
- Volunteer Developer for CampusCard, a student-led startup for connecting local businesses and campus
- Puzzle Solving: Competitive Rubik's Cube solving, in-competition personal best time of 15.58 seconds