

Benjamin David Trotter

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OBJECTIVE

To work in a team to tackle interesting problems, leveraging my current knowledge, and building on my skills as an engineer.

EDUCATION

Ponte Vedra High School Ponte Vedra Beach, Florida May 2016

High School Diploma, GPA 3.8

Honors:

- cum laude

University of California Santa Cruz Santa Cruz, California 2016 -

Proposed Computer Science, BS

Proposed Pure Mathematics, BA

Current GPA 3.7

SKILLS

Programming Languages

- Highly proficient : C, C#, Java
- Some experience: C++, Python, Haskell

Software

- Highly proficient : Unity 3D, Autodesk Maya, Adobe Photoshop, After Effects
- Some experience: Audacity, FL Studio, Unreal Engine
- A wide variety of IDEs

Other

- High level mathematics
- Familiar with working on VR projects

LANGUAGES

Fluent in English

INTERESTS

Computer Science and mathematics are my primary interests, but I am also very interested in all fields of computing and engineering. In general, all problem solving is at my core and drives my desire to work in teams, and tackle larger problems.

Past engineering, I'm interested in arts, from film, to video game design, to graphic design.

AFFILIATIONS

- I am currently an officer of UCSC's math club (Slugs United by Mathematics)
- In my junior year of high school, I founded a game design club, which I ran as president through my senior year.
- I co-founded a programming club my senior year, which hosted discussion and learning of the Java programming language.