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
Current GPA 3.85

SKILLS

Programming Languages
- Highly proficient : C, C++, C#, Java
- Some experience: Python, Haskell
- Solid understanding of basic assembly

Software
- Highly proficient : Unity 3D, Autodesk Maya, Adobe Photoshop, After Effects
- Some experience: Audacity, FL Studio, Unreal Engine
- A wide variety of IDEs, such as MS Visual Studio, and Qt.

Other
- High level mathematics
- Familiar with working on VR projects

INTERESTS

Problem solving is my primary interest, finding a natural home in computer science. This is driven further and assisted by my ability to work in teams to tackle larger problems. Furthermore, projects in arts, film, and video game design inspire and influence me to excel in the computer science field.

EXPERIENCE

- Google's Summer of Code 2017 with the organization Tiled. My final work product for this can be found at https://github.com/bjorn/tiled/wiki/GSOC-2017:-Wang-Tiles.

- Independent work, much of which is covered on my website at http://bentrotter.com/, specifically in the "Projects" section.

- Grader Fall 2017 for CMPS 102: Algorithm Analysis.

AFFILIATIONS

- President of UCSC's mathematics club beginning Winter 2017 providing activities and community for mathematics students.

- Founder and President of game design club in my junior and senior year of high school where we completed several game design outlines, and beginning architectures.

- Co-founder of programming club my senior year, which hosted discussion and learning of the Java programming language.