

# BENJAMIN S. WEISSMANN

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## EDUCATION

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### Massachusetts Institute of Technology

B.S. in Computer Science · Cumulative GPA: 4.3/5.0

Cambridge, MA

Expected Graduation: June 2014

**Relevant Coursework:** Introduction to Algorithms, Introduction to Electrical Engineering and Computer Science I and II, Multivariate Calculus, Differential Equations, Discrete Mathematics

## RELEVANT EXPERIENCE

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### TripAdvisor, Commerce Team

Software Engineering Intern

Newton, MA

June 2011 - August 2011

- Updated advertising budget forecast system to create a real-time calendar to summarize advertising budgets using Ruby on Rails
- Restructured internal data structures to allow easy updating of specific parts of the website, including updates to TripAdvisor's main Java codebase, and the Ruby on Rails data manager

### MIT Media Lab, Information Ecology Group

Undergraduate Researcher

Cambridge, MA

February 2011 - May 2011

- Designed and implemented a Python framework to wrap a C++ library for gesture recognition
- Created a demo application that moved and zoomed a ball based on user's hand position in 3-D space

### TripAdvisor, Commerce Team

Software Engineering Intern

Newton, MA

December 2010 - January 2011

- Prototyped a distributed system to predict how changes in advertising configuration would impact clickthrough and sales, running on a small cluster of machines using the Hadoop Map/Reduce Java framework

### MIT Media Lab, Fluid Interfaces Group

Software Engineering Intern

Cambridge, MA

June 2010 - August 2010

- Collaborated with a graduate student on ReflectML, a project to create new visualizations for data about academic organizations
- Developed visualization and data mining tools using Ruby and Java, and designed and created a website using Ruby (Sinatra Framework), HTML, CSS, and Javascript/AJAX

### MIT Media Lab, Design Ecology Group

Software Engineering Intern

Cambridge, MA

June 2009 - August 2009

- Collaborated with a graduate student on Cartagen ( <http://cartagen.org> ), a dynamic mapping framework based on HTML5 Canvas
- Developed user interface components and data structures in Javascript, HTML5, and the Ruby on Rails framework that integrated with with other parts of the system developed by teammates.

## SKILLS

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- **Computer Languages:** Extensive experience with Ruby, Java, HTML, CSS, Javascript, Bash, SQL. Limited experience with PHP and C++.
- **Operating Systems:** Ubuntu and Fedora Linux, Mac OS X.

## INDEPENDENT PROJECTS

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### RISE: Ruby Interactive Sprite Environment

January 2010 - May 2010

- A Ruby visual toolkit based on RubyGame
- Generic enough to be used for any sprite- and frame-based application
- Simple enough to use with first-time programming students
- Used extensively as part of iPgrm (see below) to successfully teach the fundamentals of programming to 9th and 10th graders
- Full code online at <http://github.com/benweissmann/rise>

### Introduction to Programming: Games, Ruby, and More (iPgrm)

September 2009 - May 2010

- Taught the class to 9th and 10th graders in collaboration with a classmate and Concord Academy faculty during Spring 2010
- Designed the class in Fall 2009 with my co-teacher as well as Concord Academy faculty, including designing a syllabus, writing tests and quizzes, and creating code examples
- Integrated RISE (see above) as a teaching tool to provide a hands-on, practical component for the class
- Detailed syllabus online at <http://benweissmann.com/ipgrm>

### Karate Technique Manager

2010

- Ruby on Rails application designed to manage and teach karate techniques
- Custom built for my karate school
- Beta release available to use on the web at <http://karate.benweissmann.com>