

Benjamin Papp

benpapp.com | contact@benpapp.com

EDUCATION

Michigan Technological University, Houghton, MI

Bachelor of Science in Computer Science

Minor in Cybersecurity

TECHNICAL SKILLS

- Java
- C
- CSS
- Git
- Svelte
- C#
- C++
- HTML
- React
- Node.js
- Google Firebase
- JavaScript
- Microsoft Azure

PROJECTS

- Powerlifting leaderboard web app for college level athletes, Collegiatestrength.org
 - o Built with Svelte, using firebase for data storage, and Vercel for hosting
 - o Currently deployed with 20+ users and growing
 - o In continuous development working to continuously improve
- Personal digital portfolio, benpapp.com
 - o Deployed on Google Firebase
 - o Built using HTML/CSS
 - o Plans to recreate the page to add more “*functionality*”
- Blizzard’s Climb, a unity based game made in Husky Game Development
 - o Blizzard’s Climb was built using the unity engine and programmed in C#
 - o Wrote much of the code for collision and enemies
 - o Worked on level design

PROFESSIONAL EXPERIENCE

Full Stack Intern, Gentex Corporation, Zeeland, MI

May 2024 – Present

- Worked on an internal web application where I utilized React/Typescript, Redux, GraphQL, and MaterialUI.
- Updated Interfaces to perform better.
- Optimized and improved tool used for displaying and importing elements from GraphQL.
- Built upon React-dnd to make proper drag-n-drop.
- Optimized rendering of large table trees by utilizing lazy loading techniques.
- Improved caching of items to reduce loading times.

Student IT Computer Tech, Michigan Technological University, Houghton, MI

September 2022 – August 2024

- Provided technical support to students, faculty, and staff for computer hardware, software, and networking issues.
- Utilized Microsoft Azure and Intune
- Used Telecom Sysadmin Utilities to verify on-domain connections for machines on campus.
- Troubleshoot and resolved technical problems related to computer hardware, software, and network connectivity.
- Recognized by management as a quick learner and leader among newer employee