

School Address:
500 Memorial Dr, 259
Cambridge, MA 02139

Benjamin Reynolds
benolds@mit.edu | (617) 817-9292
benjamin-reynolds.com

Home Address:
134 Mt Vernon St.
Dedham, MA 02026

Education	Massachusetts Institute of Technology (MIT) Candidate for S. B. in Computer Science and Engineering, GPA: 4.5/5.0 Coursework Includes: Software Construction, Intro to Algorithms, Intro to Machine Learning, User Interface Design, Math for CS, Intro to EECS, Secrets of Innovation: How to Design Anything	Cambridge, MA June 2016
	Xaverian Brothers High School GPA: 103.3 (Weighted) 93.3 (Simple), SAT: 1470, ACT: 34	Westwood, MA May 2012
Work Experience	MIT Media Lab: Fluid Interfaces Group <i>Undergraduate Research Assistant</i> <ul style="list-style-type: none">– Developing software for the augmented reality <i>Smarter Objects</i> project, using C++, openFrameworks, and the Vuforia platform	Cambridge, MA Sept 2013 - Present
	Gameloft <i>Game Programming Intern</i> <ul style="list-style-type: none">– Developed 3D mobile videogames using C++ and proprietary APIs; involved learning the 3D graphics rendering pipeline– Designed, programmed, and presented a R&D game prototype showcasing Gameloft technology, in a largely self-directed environment	New York, NY June – August 2013
	FableVision Learning <i>iOS App Developer</i> <ul style="list-style-type: none">– Designed and developed <i>The North Star Smart Stars Survey</i> app for the Apple iPad, using Xcode and Objective-C– Managed the submission process and successfully published to the App Store. Followed up with product updates.	Dedham, MA May – August 2012
	<i>Shipping Clerk</i> <ul style="list-style-type: none">– Assembled, packaged, and shipped CD, DVD, and book orders	Sept 2009 – May 2012
Leadership and Awards	MIT 6.670 iOS Game Development Competition <i>Organizer, Teaching Assistant</i> <ul style="list-style-type: none">– Organized guest lecture series and helped teach iOS game development	January 2014
	<i>Grand Prize Winner</i> <ul style="list-style-type: none">– Designed and developed an original puzzle game for the iPad, titled “Got Light?”– Worked solo, competing against 25 teams of 1-3 students over a four-week period, judged by industry experts, using XCode, Objective-C, Cocos2d, and Box2d	January 2013
	Boy Scouts of America - Troop 1 Islington <i>Eagle Scout, Senior Patrol Leader</i>	2005 - 2012
	Artistic Achievement <ul style="list-style-type: none">– Pastel drawings displayed, auctioned, sold, and recognized at numerous venues– Leadership and graphic design roles in high school arts programs	
Skills	Programming: Objective-C, Java, C++, Actionscript 3.0, Python Technology: Xcode, MSVC, Eclipse, Adobe Flash, Adobe Photoshop, Unity, Git Activities: MIT Engineers Without Borders – <i>Team Co-Leader</i> , Next Make (Maker Group) – <i>Member</i> , MIT Technique (Photography & Design) – <i>Member</i>	