BENSON YAM

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EDUCATION

Colby College, Waterville, ME **May 2024**
Major: Computer Science, *Minor:* Economics **GPA: 3.54**
Relevant Coursework: Analysis of Algorithms, Computational Modeling and Simulation, Computer Game Design, Data Analysis and Visualization, Data Structures and Algorithms
Honors/Awards/ Scholarships: Colby Chorale Award (2024 & 2023), QuestBridge College Match Scholar (2020)
Software Proficiency: Basic in MS Apps, C, Python, HTML, CSS, JavaScript, Java, SQL, VHDL, Stata, MATLAB

PROFESSIONAL EXPERIENCE

U.S. Army Reserve, Dexter, ME **October 2021 – Present**
Wheeled Vehicle Mechanic, Specialist (SPC)

- Train daily to ensure mission readiness and preparation for deployment at any time
- Troubleshoot, repair, and maintain various wheeled vehicles used by the U.S. Army
- Achieved highest class GPA in advanced individual training, was recognized as the Distinguished Honor Graduate, and received the Army Achievement Medal (2023)

Computer Science Department, **Colby College**, Waterville, ME **October 2020 – March 2021**
Computer Science Tutor

- Guided one student who struggled with lecture concepts by providing alternative explanations for 1-2 hours per week for one semester
- Taught the student to identify and debug coding errors by providing in-depth tutorials on how to read and understand error messages in the terminal, and how to isolate bugs when there are no error messages
- Helped a student at risk of failing; Effective guidance gave the student the support they needed to pass the class

TECHNICAL EXPERIENCE

Computational Modeling and Simulation, Colby College, Waterville, ME **February 2024 – May 2024**
Researcher

- Collaborated in a 3-programmer team to research infection rates within social amoebas
- Built a computational model simulating amoeba-bacteria interactions using MATLAB based only on knowledge of foundational biological mechanisms
- Received training in programming for scientific research with a focus on code validation

Computer Game Design, Colby College, Waterville, ME **January 2022**
Producer/Designer/Programmer

- Led a diverse 8-person team of programmers, writers, artists, and musicians to create a bug-free original game using Python in three weeks, complete with music, art, programming, and stories
- Pitched game idea, planned the project timeline, delegated tasks and responsibilities to teammates, and collaborated with teammates on every aspect of the game
- Designed and programmed a recursive algorithm to generate infinite unique levels, applying concepts learned from Data Structures and Algorithms

Colby Hackers, **Colby College**, Waterville, ME **September 2022 – May 2024**

- Competed in two regional hackathons; was assigned as the team leader for both competitions; declared a winner in the Automation for Meaning track for BostonHacks 2022
- Attend monthly workshops to bolster career-related skills, including creating a GitHub profile and endorsing skills on LinkedIn, while also improving project portfolios
- Participate in monthly meetings to learn skills beneficial for software programming

ADDITIONAL ACTIVITIES

Wall Street Prep, **Colby College**, Waterville, ME **October 2023**

- Completed the Financial & Valuation Modeling Workshop, an intensive 2-day boot camp teaching essential technical skills frequently used in the finance industry
- Received certification in financial statement modeling and DCF modeling