

Benson Jing

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Skills

Languages: Python, C++, HTML, CSS, JavaScript/TypeScript, Java
Technologies: ReactJS, React Native, NextJS, NodeJS, Express, MongoDB, Flask,
Tools: Git/GitHub, npm, Webpack, Heroku, VSCode, Vim/Neovim, Terminal/Zsh

Experience

Antimony Meter App

Lead Software Engineer

- Implemented an app to analyze the concentration of Antimony based on the colorimetry
- Built the frontend with React Native and the backend with Flask
- Integrated machine learning algorithms in the backend to determine the concentration
- Published on App Store and Google Play

Blog API

Software Engineer

- Designed the backend server for my personal blog
- Built the server with NodeJS and Express and the database with MongoDB and Mongoose
- Implemented user authorization with PassportJS to allow verified users to edit blog posts
- Enabled users to comment on blog posts with their usernames

Personal Website

Software Engineer

- Designed a website to document and showcase personal projects and blog posts
- Built with NextJS and module CSS
- Connected the backend to my Blog API

Bouncing Ball Game

Software Engineer

- Implemented a game in which user can create different objects including: random moving balls, Blackholes that eat balls, and Hunter that chase after the nearest ball and it
- Built with Python and Tkinter for GUI (Graphic User Interface)

User Authentication Service

Software Engineer

- Implemented a C++ program that authenticate user login with username and password
- Developed with TDD (Test-Driven Development) and used Hash table to store user info
- Built a Debug mode for development process

Education

University of California, Irvine

2021 - 2025

Bachelor of Computer Science and Engineering

- **Courses:** Python, C++, Algorithms, Data Structures, Statistics, Calculus, Linear Algebra