

Ben Silverman

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A Computer Science student at University of York with a passion for programming, esports and music. Always looking for opportunities to learn new skills and embrace new challenges!

Communicates effectively in a group, leading a staff team of volunteers when running events at Rewind Gaming, a European Esports organisation. Self-motivated with a determination to produce high quality work in every endeavour.

EDUCATION

2018–present: University of York (Computer Science BSc)

1st Year Results

- Theory and Practice of Programming (73%)
- Programming of Microcontrollers (84%)
- Skills, Knowledge & Independent Learning (74%)
- Mathematical Foundations of Computer Science (64%)
- Numerical Analysis (61%)
- Introduction to Computer Architecture (60%)
- Human Aspects of Computer Science (62%)

2011–2018: Reigate Grammar School

A Levels

- Maths (A)
- Physics (A)
- Computer Science (B)
- Further Maths (B)

GCSEs

- 11 GCSEs (9A* / 2A)

EXPERIENCE

2016–present: Rewind Gaming (rewindrl.uk), A European esports organisation

Director of Operations — Founded Rewind Gaming in 2016. Responsible for negotiating partnerships and sponsorships (\$17,000 in 2018) with other companies. Designs and runs Rewind Gaming's social media campaigns. Manages a team of 30+ volunteer staff.

2016: MintTwist, London

Front End Intern — Developed website landing pages for clients, managed Git repositories for different sites, error checked and resolved bugs in pre-existing code, and translated design concepts into HTML & CSS.

2015–2016: British Heart Foundation, Reigate

Retail Team — Sorting, organising and selling books, CDs and DVDs. Responsible for training new volunteers.

2014–2015: Harlequin Theatre, Redhill

Volunteer Steward — Member of the Front of House team, selling tickets and providing customer service for Saturday morning cinema.

TECHNICAL SKILLS | github.com/silverben10 | behance.net/poisonwasp

- Proficient in Python, with experience using languages such as Java, JavaScript and C#.
- Enjoys tackling programming challenges (e.g. Advent of Code, CodeWars) to improve skills and learn new concepts.
- Skilled at using graphic design software (e.g. Photoshop, Illustrator) for a wide variety of projects (can provide additional designs on request).

HOBBIES & INTERESTS

- Committee member on University of York's Cyber Security Society, regularly participating in CTF competitions run by the society and outside organisations (e.g. BAE Systems).
- Currently learning ReactJS for use in future web development projects.
- Enthusiastic musician, with Grade 8 Distinction in Saxophone.
- 1st Tenor Saxophone in University of York's Concert Band and Jazz & Big Band.

RESIDENTIAL COURSES

2017: NSMC Cyberfirst Advanced Residential at Edinburgh Napier University

Week-long residential course run by CyberFirst, a branch of GCHQ. Introduced to penetration testing, learning how to take over remote systems using Kali Linux and Metasploit and exploit common web vulnerabilities such as SQL injection and XSS. Gained experience using digital forensics tools such as Wireshark to analyse web traffic. Culminated in a 12-hour CTF-style event, gathering data using the techniques and concepts I learned.

2017: ECS (Electronics and Computer Science) Course at Southampton

Week-long residential course at University of Southampton. Learned concepts such as face detection and gait recognition, as well as leading a project to design a new "Internet of Things" device, being awarded *Highly Commended*.

REFERENCES

Available on request.