

BENJAMIN BONG

bnjmnbong@gmail.com | Providence, RI

EDUCATION

University of Rhode Island

B.S. in **Electrical Engineering** | B.A. in **Philosophy**

GPA: 3.65/4.00

Dean's List (2/2 Terms), Talent Development Scholarship

Relevant Coursework

Digital Circuit Design, Foundations of Engineering II, Computer Problem Solving for Engineering

Planned: Linear Circuit Theory, Microprocessors

Kingston, RI

Expected May 2028

WORK EXPERIENCE

CSC 200 TA

University of Rhode Island

Kingston, RI

September 2025 - Present

- Supported students during facilitated office hours multiple times per week on python assignments
- Provided guidance to students twice a week, improving student assignment comprehension and completion

Teaching Fellow

Generation Teach

Central Falls, RI

July 2025 - August 2025

- Taught two sections of elementary school engineering 5 days a week for 5 weeks
- Completed intensive pre-summer and one week of in-person training in identity, community building, content, and teaching
- Planned and led engaging community-building initiatives to foster strong student relationships and investment following school closures

Server

Reiners Bar and Grill

Providence, RI

February 2024 - September 2024

- Provided efficient food and beverage service in a high-paced, customer-centric environment
- Collaborated with multiple teams to optimize service flow and enhance customer satisfaction
- Multitasked efficiently and consistently to be able to provide outstanding customer service

Maker Space Intern

Providence Library

Providence, RI

July 2023 - January 2024

- Guided patrons through 3D printing processes using FlashPrint and Cura software
- Facilitated laser printing for personal projects and those of patrons
- Diagnosed and resolved technical issues with 3D printers and laser cutters, ensuring smooth operation

PROJECTS

Monopoly and Type Speed Test in C++

June 2025

- Implemented an in-terminal OOP-based Monopoly game (600+ LOC) with documentation
- Built a type speed test with persistent user profiles and performance analytics

Repairing and Reselling Sony Cameras

January 2025

- Reassembled refurbished cameras using salvaged components from other broken cameras
- Diagnosed and fixed issues utilizing camera repair schematics on a circuit and parts level

SKILLS

Technical Skills: C++, Python, Javascript, Matlab, soldering, 3D printing, laser printing, Excel, Word

Soft Skills: Communication (CSC 200 TA, Teaching Fellow), collaboration (Server, Maker Space Intern)

MEMBERSHIP AND LEADERSHIP

Society of Hispanic Professional Engineers

Member

Kingston, RI

September 2024 - Present

- Participated in networking and student led programs to support professional growth in engineering

Institute of Electrical and Electronic Engineers (IEEE)

Member

Kingston, RI

September 2024 - Present

- Attended workshops involving Arduino and C++
- Collaborated with other members on projects such as micromouse and C++ software