

# Benjamin Gluck

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## EDUCATION

### The Ohio State University

*Honors B.S. in Computer Science & Engineering*

Expected Graduation: May 2028

GPA: 3.89

## EXPERIENCE

### Software Engineering Intern

June 2025 – August 2025

*Lighthouse Avionics (Part Time)*

*Hilliard, OH*

- Automated hardware and software readiness checks for AI edge devices to simplify device deployments.
- Developed a script to remotely test and control hardware processes to shorten product testing pipeline.
- Debugged system, network, and hardware issues on the VCT airspace scanner using terminal utilities.

### Software Engineering Intern

June 2025 – August 2025

*Renaissance Tech (Part Time)*

*Dublin, OH*

- Built a testing framework to generate and validate 1k+ configurations to verify product creation flow.
- Developed a system to asynchronously handle 10k+ validations without request flooding.
- Collaborated with senior developer to integrate framework into codebase and AWS environment.

### Web Development Intern

June 2024 – August 2024

*Netsteady*

*Hilliard, OH*

- Developed an internal timeclock system and dashboard used by 20+ employees using PHP, MySQL, and jQuery.
- Designed a digital signage API and dashboard for handling 30+ smart TVs, saving \$600+ in monthly fees.
- Created 5+ web forms that integrated with automation systems to streamline ticketing and support requests.

## PROJECTS

### Fencing Tracker | *Python, Flask, SQLAlchemy, Jinja2, Bootstrap*

Spring 2023

- Developed a web app to track fencing matches and tournaments for use at my fencing club.
- Designed an interface to easily accept, display, and update data to improve scoring and record-keeping.
- Architected a Flask backend with a SQLite database to analyze matches and easily accept user input.

### AgreeToDisagree | *JavaScript, TalkJS API, Bootstrap*

Summer 2022

- Developed a web app designed to connect people with differing viewpoints through bonding activities.
- Implemented a login system to improve ease of use, sustain conversations, and store user preferences.
- Built a user-friendly chat system using the TalkJS API, improving communication and accessibility.

## VOLUNTEERING

### Computer Science Volunteer

June 2022 - August 2022

*Schoolhouse.world*

*Virtual*

- Prepared dozens of K-12 kids for future classes and careers with fundamental computer science tutoring.
- Developed a cloud-based code sharing web app to allow students to easily share and review code.
- Created lesson plans to teach complex topics without overwhelming beginner students.

## AWARDS

**First Place:** Ohio State University High School I/O Cybersecurity Challenge (50+ participants)

**Second Place:** Phillips Exeter Academy Hackathon (100+ participants)

**Second Place:** Hathaway Brown Byte (70+ participants)

**Third Place:** 2022 & 2023 Ohio High School Fencing Championship

**OSU Maximus Scholarship:** Competitive merit-based scholarship

**Governor's Merit Scholarship:** Given to the top 5% of Ohio students

## TECHNICAL SKILLS

**Languages:** Python, PHP, Java, HTML, CSS, Bash, JavaScript, C, SQL

**Web Development:** Flask, Django, Bootstrap, jQuery

**Frameworks & Libraries:** MySQL, SQLite, Asyncio, SQLAlchemy, Pygame, Pandas, Streamlit

**Developer Tools:** Linux, Git, Latex, uv, systemctl, Markdown, Excel, VS Code