

Andrew Benington

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Summary

Software Engineer with a strong background in full stack development. Engineer (TLP) at Target Corporation.

Technical Skills

- **Web Development:** Developing React.js web applications using JavaScript and TypeScript. Experience with React Router, Material-UI, and Redux.
- **Mobile Development:** Experience developing Android applications with Java and Kotlin, as well as cross-platform applications with React Native and Flutter
- **Backend Development:** Design and implementation of RESTful APIs with Go, Kotlin, and Node.js. Worked with http4k, Spring Boot and Express frameworks. Experience with PostgreSQL and MongoDB
- **Other Skills:** Building continuous integration pipelines and working in an Agile environment. Developing desktop applications with Electron, embedded systems with Arduino, Docker containerization, scripting with Python. Working with and upgrading existing code bases.

Professional Experience

Target Corporation - Engineer (TLP)

July 2022 - Present

- Developing web applications in Go, including multiple internal applications and [GoAlert](#), an open-source notification and on-call scheduling application.
- Developed a React web dashboard, Kotlin API, Android application, and Arduino program from the ground up for an experimental project.

Pavlov Media - Android Developer (IPTV)

January - May 2022

- Main developer of an internet TV application. Development mostly in native Android (Kotlin) with some React Native work.
- Created a satisfying user experience while working within screen size and performance limitations of various Android mobile devices and TVs.

Target Corporation – Software Engineer Intern

July 2022 - Present

- As a full stack developer on the Target Finds team, developed a React frontend and a RESTful Node.js backend that used MongoDB. Migrated/reconstructed an internal creative tool to the Target Finds infrastructure.
- Routinely met with users to determine which existing features were helpful, which aspects were frustrating, and which new features would be useful.

Education

University of Illinois at Urbana-Champaign

December 2021

Bachelor of Science in Computer Science, GPA 3.73

High-level courses included Computer Security, Networking, UI/UX Design, and Programming Languages. Completed course projects using C, C++, Python, Haskell, and Android (Java).

Conducted research on Bluetooth LE localization with Professor Robin Kravets

Personal Projects

ShareQuote – Mobile Application

Winter 2019 – Summer 2020

- iOS and Android application for posting and sharing funny quotes, developed with the Flutter framework.
- Released on the iOS App Store
- Backend built with Google Firebase and Node.js

VLC Project – Mobile Application

Winter 2019 – Summer 2020

- Conducted research on current visible light communication protocols and technology
- Designed transmitter, receiver, and a data link layer protocol that could send a message using visible light communication
- Authored a research paper using my research and the accuracy of my device at various distances

go-ledger – Shell Budgeting Application

Summer 2023

- Terminal application built with Go
- Parses, deduplicates, and categorizes transactions from bank/Venmo CSV statements