

Benjamin Konz

benkonz@protonmail.com | 402.578.2569

EDUCATION

UNIVERSITY OF OMAHA

BS IN COMPUTER SCIENCE

CONCENTRATION IN INFORMATION

ASSURANCE

May 2019 | Omaha, NE

Cum. GPA: 3.77

TU DELFT

EXCHANGE STUDENT

Spring 2018 | Delft, Netherlands

LINKS

Personal Site: benkonz.github.io

Github:// [benkonz](#)

Gitlab:// [benkonz](#)

LinkedIn:// [ben-konz](#)

SKILLS

Proficient:

Scala • Java • Apache BEAM • Python •

Google Cloud

Prior Experience:

MySQL • Spark • Rust

Familiar:

OCaml • C++

EXPERIENCE

SPOTIFY | SENIOR DATA ENGINEER

October 2023 - Current | New York, NY

- Reduced fragmentation in Spotify's data ecosystem by identifying redundant services, deprecating code that was no longer used, and centralizing logic, resulting in a 33% in the squad's GCP costs
- Designed and implemented a robust automatic testing tool for Spotify's data pipelines to assist code review and increase developer confidence in automatic code changes by providing critical safety guard rails
- Contributed across many technical domains, such as Data Engineering, Data Science, Backend Engineering, and Frontend Engineering
- Developed a squad level anomaly detection UI that aggregates anomalies across a squad's data endpoints for easily tracking tech health

WUNDERKIND | SENIOR DATA ENGINEER

October 2020 - October 2021 | New York, NY

- Utilize Apache BEAM and GCP Dataflow to create campaign and conversion streaming aggregation jobs capable of handling tens of thousands of messages per second and generating reports in real-time
- Adapt existing Go data consumers into GCP Dataflow streaming jobs

IMPACT | DATA ENGINEER

March 2019 - October 2020 | New York, NY

- Part of the Froensiq Ad platform team, tasked with storing, enriching, and filtering Petabytes of data
- Created an App Store Scraper in Spark which stores and enriches data from Android and iTunes apps for mobile data analysis

ASSOCIATION FOR COMPUTING MACHINERY | CLUB PRESIDENT

Member Dec 2016 - Dec 2017, President Aug 2018 - May 2019 | Omaha, NE

PROJECTS

JEROO <https://jeroo.org/beta>

Angular, Typescript, OCaml

- Programming language learning tool for students and teachers that allows students to write in a simple object oriented language to control animals around a virtual game board
- Created a compiler framework for a custom bytecode that the runtime interprets
- Used by high school teachers in many states, such as Texas, to bridge the gap between visual programming languages and traditional programming as a core part of their school's curriculum

GAMEBOY EMULATOR

https://github.com/benkonz/gameboy_emulator

Rust, WebAssembly

- Developed Rust code designed to emulate the hardware of the original GameBoy through low level hardware emulation, can be run as a desktop application and in a web browser through Web Assembly
- Able to efficiently and accurately emulate the GameBoy, down to the CPU, rendering frames at 60 frames per second