

# Benjamin T. Lenington

ben2lening@gmail.com

[BenLenington.com](http://BenLenington.com)

## Education:

### **University of Wisconsin - Madison**

*Sept 2015 – May 2018*

- Major: Computer Science - Bachelor of Science

### **Purdue University**

*Sept 2014 – May 2015*

- Major: Computer Science - Bachelor of Science

## Technical Skills:

- C#, C++, C, Java, JavaScript, and Python
- Experienced with distributed systems, AWS, Hadoop, Hive, Jenkins, Xamarin, HTML & CSS

## Relevant Experience:

### **Intuit** - Software Engineer (Mountain View, CA)

*Aug 2018 – Present*

- Responsible for developing and deploying internal AWS EMR (Elastic Map Reduce) product releases
- Internal EMR releases are used by teams across Intuit for large-scale data analysis and hosting production code
- Meeting regularly with other teams to evaluate feature requests, security and enhancements for monthly EMR releases

### **Intuit** - Software Engineering Intern (Mountain View, CA)

*May 2017 – Aug 2017*

- Developed an analytics tool, processing engine, and web UI from the ground up to detect and diagnose errors in the data ingestion process, as well as analyzing statistics to identify historical trends and optimize performance
- The real-time data ingestion process utilizes distributed clusters to ingest, encrypt, and securely transfer financial data from Mint, TurboTax, QuickBooks, and other Intuit products into a centralized database for analysis

### **UniCade Project** (Independent Project)

*Jan 2010 – Mar 2017*

- Designed, marketed, and sold custom-built UniCade models to an organization at Purdue University and rented to a chain of local video game stores in Minnesota (See [BenLenington.com](http://BenLenington.com) for project documentation, source code, and photos)
- UniCade seamlessly integrates game consoles across generations through a unified interface developed from the ground up in C# and includes a mobile companion app for Android devices

### **Maverick Software** - Software Engineering Intern (Madison, WI)

*Oct 2016 – Mar 2017*

- Collaborated with a team of local and off-site software developers, 20 hours a week during the academic semester, to implement an automated C# test suite for cloud-based legal client management software

### **Thomson Reuters** - Software Engineering Intern (Eagan, MN)

*May 2016 – Aug 2016*

- Worked to develop a comprehensive automated test suite for Thomson Reuters' Firm Central legal practice management software utilizing Selenium WebDriver and C#
- This automated suite significantly improved deployment efficiency, product stability and reduced bug reports

### **Wisconsin Institute for Discovery** - CAVE VR Lab - Undergrad Lab Assistant (Madison, WI)

*Mar 2016 – May 2016*

- Developed hardware and software prototypes for an agricultural VR training simulation commissioned by SC Johnson
- Responsible for designing, 3D printing and programming a handheld Bluetooth controller for the VR simulation

### **The Bakken Museum** - Summer Camp Counselor (Minneapolis, MN)

*June 2012 – Sept 2015*

- Assisted with teaching science and engineering classes for 3<sup>rd</sup> – 9<sup>th</sup> grade students to design, build, and program projects at multiple locations including the Bakken Museum, Medtronic, and Boston Scientific

## Community Involvement:

- State licensed EMT (Emergency Medical Technician) volunteering with RockMed EMS. Providing medical care at electronic music events at Bill Graham Civic and other events throughout the Bay Area including San Francisco Pride and Outside Lands
- Member of the Software Development Club, Undergraduate Projects Lab (UPL) and UW Student EMS (Emergency Medical Services) at the University of Wisconsin - Madison

*Apr 2019 - Present*

*Sept 2015 – May 2018*

## Digital Portfolio:

[BenLenington.com](http://BenLenington.com) – Personal website designed from the ground up to showcase personal projects and other interests