

Benjamin T. Lenington

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BenLenington.com

Experience:

Intuit - Software Engineer 2 (Mountain View, CA) *Aug 2018 – Present*

- Developed and released the Data Lake Access Control & Management service to fully automate access requests to data across Intuit's data lake ecosystem
- Significantly reduced the number of manual access requests by over 30% and developed an automated data ownership approval workflow to strengthen security and auditing capabilities

Rock Medicine – Electronic Medical Records System - Full-Stack Developer / Project Manager *May 2020 – Present*

- Managed a team of software engineers to develop a custom EMR (Electronic Medical Records) system, specialized for use at field clinics and large-scale events
- Coordinated weekly sprint planning meetings, conducted formal reviews with senior organization staff, and took on key full-stack development tasks using React, GraphQL and AWS

Intuit - Software Engineering Intern (Mountain View, CA) *May 2017 – Aug 2017*

- Developed an analytics tool, processing engine, and web UI to detect errors in data ingestion pipelines and analyze historical trends to optimize performance

UniCade Project (Independent Project) *Jan 2010 – Mar 2017*

- Designed, marketed, and sold custom-built retro gaming cabinets to an organization at Purdue University and rented to a chain of local video game stores in Minnesota
- Developed a custom frontend interface in C# to seamlessly integrate support for game consoles across generations with a companion Android application

Maverick Software - Software Engineering Intern (Madison, WI) *Oct 2016 – Mar 2017*

- Collaborated with a team of software developers during the academic semester to develop an automated C# test suite for cloud-based enterprise client management software

Thomson Reuters - Software Engineering Intern (Eagan, MN) *May 2016 – Aug 2016*

- Developed a comprehensive automated test suite for Thomson Reuters' Firm Central legal practice management software that significantly improved deployment efficiency, product stability and reduced user bug reports by 25%

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 using 3D printed models and Arduino microcontrollers and Bluetooth modules to interface with the headset

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:

- Primary Languages: Python, Java, JavaScript, TypeScript, and C#
- Significant Experience: AWS, React, React Native, GraphQL, Terraform, and distributed systems

Community Involvement:

- State licensed EMT (Emergency Medical Technician) volunteering with Rock Med EMS. Providing emergency medical care at electronic music events at Bill Graham Civic and other large-scale events throughout the Bay Area, including San Francisco Pride and the Outside Lands music festival *Apr 2019 - Present*

Portfolio:

BenLenington.com – Personal website built from the ground up to showcase personal projects and other interests