

# Benjamin Szabo

Undergraduate

Current student at Indiana University Southeast. Previously a Software Quality Assurance Engineer at UPS and now an Application Developer. I am constantly striving to improve my skills in the world of technology.

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## EDUCATION

### Computer Science Indiana University Southeast

*Courses*

- Software Engineering
- Database Concepts
- Computer Programming
- Programming Languages
- Data Structures
- Computer Structures

## WORK EXPERIENCE

### Application Developer UPS

11/2020 - sent

*Achievements/Tasks*

- Constant development for a middleware application that uses spring boot and fuse. Resolves communication differences between many other applications, requiring a wide understanding of business logic.

### QA within Airline, Fleet, and Freight Technology SDG UPS

11/2019 - 11/2020

*Achievements/Tasks*

- Development of automated tests using IntelliJ and Selenium WebDriver written in java. Jenkins is configured to run these scheduled tests on remote machines. Some API integration testing as well, validating multiple endpoints involving jms.

### Shift Manager Penn Station

02/2012 - 06/2015

*Achievements/Tasks*

- Trained and helped to guide new employees while maintaining a steady moving and successful workplace. Reviewed staff work and gave comprehensive and constructive feedback. Managed several crew members over entire shift periods. Collected money from register and recorded total amount. Opened and closed the whole store independently, weekly, readying the store for the entire day.

## SKILLS

Insomnia

WebLogic

IntelliJ

Visual Studio

Selenium WebDriver

Jenkins

GitHub

Eclipse

## PERSONAL PROJECTS

### Implementing an Interpreter

- Implemented an interpreter for a functional language similar to F#. We have seen that programs, such as machine language programs for the Hypothetical Machine, can be executed or interpreted by other programs.

### Web App Store

- Developed and Maintained an Angular 6 front end with spring boot back end that uses the basic CRUD operations

### Basic Pong Game

- Implemented a Java network using object serialization. An object stream cycle provides the connection between the server and client.

## LANGUAGES

java

Professional Working Proficiency

C++

Professional Working Proficiency

F#

Limited Working Proficiency

Python

Limited Working Proficiency

## INTERESTS

Artificial Intelligence

Robotics

Video Games

Cyber Security

Traveling