

Geoffrey Blech

GDBlech@Gmail.com || github.com/gdblech || 330-835-7492

WORK EXPERIENCE

Engineer – Target Corporation

January 2021 – current

- Responsible for coding and developing core application systems in the supply chain, first mile space.
- Maintaining and modernizing legacy software systems and software integrations.
- Working with both direct team members and partner teams to design and implement software solutions.
- Creating unit, integration and functional testing on both new and legacy systems.
- Troubleshooting and resolving application defects and bugs.
- Responsible for new team member onboarding in both the business and software spaces.

Technologies: Java, Groovy, Kotlin, Spring, PostgreSQL, Kafka

Software Developer - Infosys Ltd.

January 2019 – January 2021

- Worked in IBM Infosphere streamlining the fulfilment of customer information requests in an integrated environment.
- Wrote Bash and SQL commands in IBM DataStage to extract, transform and load (ETL) customer information for use by other services.
- Created an automated unit testing tool for data lake merger and migration error checking using Scala, Java, and Spark.

Technologies: Java, Scala, Linux, and Spark

EDUCATION

University of North Carolina at Greensboro

Graduated December 2018

Greensboro, North Carolina

Bachelor of Science: Computer Science

Minor: Mathematics

PERPROJECTS

PubHub – Android App

<https://github.com/gdblech/PubHub>

PubHub is an android application for the creation and running of trivia games. The app allows a user to create, host and play games of trivia, as well as chat with other users. This project was developed using an Agile-Waterfall hybrid methodology as part of a four-person Senior Capstone project. My portion of this group project was the coding, design, and implementation of the Android application, written in Java using Android Studio. This included programming Google Single Sign On authentication, app REST consumption with the backend (e.g. token authentication, sending and receiving of a trivia games to the server), the trivia game creation workflow, the playing of trivia game and chatting through a WebSocket connection with event handlers.

Technologies: Java, Android, Docker, Git, GitHub, Amazon AWS