Jeremy R. Benedek

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(812) 606-4104

Experience

- **Figure Technologies** — Remote
  Senior Software Engineer — *September 2021 – Present*
  - Backend engineer on the Servicing team, using Kotlin, Spring Boot, Kafka, GCP, & PostgreSQL
  - Subject Matter Expert due to designing, implementing, and managing software used by Figure to manage delinquency, bankruptcy, probate, charge off, and settlement processes.
  - Worked with Legal, Compliance, Product, Engineering, and External Vendors to design system, gather requirements, and implement microservices to improve Figure's recovery on collection accounts.

- **Target Corporation** — Minneapolis, MN
  Senior Software Engineer — *July 2018 – September 2021*
  - Backend engineer and technical lead for a Supply Chain - Transportation team, using Kotlin, Spring Boot, Kafka, & PostgreSQL
  - Designed, architected, and led team implementation on Target's modern Rating Engine, providing cross-mile estimates for freight loads & moves
  - Mentored interns and junior engineers in Kotlin, Cloud Computing, Test Driven Development, Agile, and Target best practices

- **Indiana University Department of Athletics** — Bloomington, IN
  IT Technician & Web Developer — *November 2014 – June 2018*
  - Increased game-day efficiency by automating & scripting the process of connecting guests to the network, saving 5 minutes per user
  - Create an ASP.NET web application for use by department staff & student-athletes (Full-stack web app written in C#)

- **National Collegiate Athletic Association (NCAA)**
  Baseball Umpire
  - College Baseball Umpire working Division II & Division III baseball
  - Skills used every game: conflict resolution, making decisive decisions, leadership, communication, & handling disputes & discussions

Education

- **Indiana University** *Bloomington, IN*
  Bachelor of Science in Computer Science & Bachelor of Arts in Spanish Linguistics (Dual Degree)
  - Jesse H. Cox Scholar; Full-Ride scholarship based on academic merit
  - Studied abroad in Dominican Republic during 2 summers
  - School of Informatics & Computing Dean's List: 7 out of 8 semesters
  - Cumulative GPA: 3.67/4.00

Languages, Skills, & Technologies

- **Languages:** Kotlin, Java, Kotest, Spring Boot, Groovy, Python, Javascript, Typescript, React
- **Tools:** Kafka, PostgreSQL, Docker, Git, Redis, GCP
- **Concepts:** MicroService Architecture, Cloud Infrastructure, TDD, CI/CD, APIs, Event Streaming, Relational Databases, Technical Leadership