Jeremy R. Benedek

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github.com/jbenedek

Education

- **Indiana University** *Bloomington, IN* *Graduation: May 2018*
  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 Santiago, Dominican Republic during Summer 2016
  - School of Informatics and Computing Deans List: Fall 14, Spring 15, Fall 15, Spring 15
  - Cumulative GPA: 3.64/4.00

Experience

- **Indiana University Department of Athletics** Bloomington, IN
  IT Technician *November 2014 – Present*
  - Increased game-day efficiency by automating the process of connecting guests to the network, saving 5 minutes per user
  - Create internal and user-facing documentation in a clear and concise manner as needed
  - Diagnose, troubleshoot, and resolve a range of software, hardware, and network issues
  - Provide time-critical, emergency technical support during home athletic events

- **Lake County Prosecutor's Office** Crown Point, IN
  User Support Specialist *May 2016 – July 2016*
  - Independently provided IT support to 50 users in the Gary, IN satellite office
  - Provided support for hardware, networking, operating systems, and propriety software
  - Created user accounts, and managed user security and group policies in Active Directory
  - Deployed Group Policy Objects to ensure security compliance with IRS Regulations

  IT Intern *June 2014 – August 2014*
  - Prepared courtrooms and tested equipment for use in criminal trials
  - Researched inventive ways to save taxpayer money and reduce costs

Projects

- **The VIM Quiz Game** *github.com/jbenedek/c335-finalproject*
  - Term project for Computer Structures/Embedded Systems (C335) completed in groups of 2
  - Approximately 1,000 lines of code, written in C, including driver files to interface with LCD screen, SD card, DAC, gyroscope, & Wii Nunchuk on a STM32 Discovery Board
  - Implemented I2C, UART, SPI, DMA, & Interrupt protocols
- **Sudoku Verifier** *github.com/jbenedek/SudokuVerifier*
  - Command-line program that verifies the accuracy of a completed Sudoku Puzzle
  - Programmed in Java using object-oriented programming principles of encapsulation and composition

Languages, Skills, & Technologies

- **Languages:** Java, LISP, C/C++, Bash, LaTeX, PHP, Python, Visual Basic, HTML
- **Tools:** Vi/Vim, Git, GNU Make, Linux, Windows, Mac OSX, GDB
- **Spanish:** Professional Working Proficiency