Jeremy R. Benedek

Bloomington, IN
(812) 606-4104

benedek.jeremy@gmail.com
linkedin.com/in/JeremyBenedek
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 Dominican Republic during Summer 2016 and Summer 2017
  - School of Informatics Deans List: Fall 14, Spring 15, Fall 15, Spring 16, Spring 17
  - Cumulative GPA: 3.67/4.00

Experience

- **Cerner Corporation** Kansas City, MO
  Software Engineering Intern *May 2017 – July 2017*
  - Worked on the Document Imaging team, using Java, Git, JUnit, C++, SVN, & Jenkins
  - Extended the Java REST Service to retrieve user preferences from the user database
  - Investigated and performed various defect corrections on the Java REST Service and on Windows desktop applications and services
  - Practiced the principles of Lean Agile development
- **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

Projects

- **BattleShip with AI Implementation** *github.com/jbenedek/BattleShipAI*
  - Python implementation of the game Battleship, with the ability to play against the computer
  - AI implementation performed 45% better than a random & naive approach
- **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, C/C++, Bash, LaTeX, PHP, Python, JavaScript, Visual Basic, HTML
- **Tools:** Vi/Vim, Git, GNU Make, JUnit, SVN, Linux, Windows, Mac OSX, GDB
- **Spanish:** Professional Working Proficiency