

Jeremy R. Benedek

Minneapolis, MN
(812) 606-4104

benedek.jeremy@gmail.com
linkedin.com/in/JeremyBenedek
github.com/jbenedek

Experience

- **Target Corporation** Minneapolis, MN
Senior Software Engineer *July 2018 – Present*
 - Backend engineer working in the Supply Chain - Transportation area, using Kotlin, Spring Boot, Kafka, & PostgreSQL
 - Supported Target's Supply Chain modernization push by building transportation and freight finance solutions.
 - Designed, architected, and led team implementation on Target's modern Rating Engine, providing cross-mile estimates for freight loads & moves.
 - Worked closely with business partners, engineering team, and leadership to develop attainable and high impact team goals for 2020
 - Mentored interns and junior engineers in Kotlin, Cloud Computing, and Target best practices
- **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 – June 2018*
 - Increased game-day efficiency by automating the process of connecting guests to the network, saving 5 minutes per user
 - Diagnose, troubleshoot, and resolve a range of software, hardware, and network issues
 - 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)** Minneapolis, MN
Baseball Official
 - 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, Spring Boot, Spock, Groovy, Python
- **Tools:** Kafka, PostgreSQL, Docker, MicroService Architecture, TDD, CI/CD, Git
- **Spanish:** Professional Working Proficiency