# Benjamin Konz

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## EDUCATION

**UNIVERSITY OF OMAHA**
BS in Computer Science
Concentration in Information Assurance
May 2019 | Omaha, NE
Cum. GPA: 3.77

**TU DELFT**
Exchange Student
Spring 2018 | Delft, Netherlands

## LINKS

Personal Site: **benkonz.github.io**
Github:// **benkonz**
Gitlab:// **benkonz**
LinkedIn:// **ben-konz**

## SKILLS

Proficient:
Scala • Java • Apache BEAM • Python • Google Cloud
Prior Experience:
MySql • Spark • Rust
Familiar:
OCaml • C++

## EXPERIENCE

**SPOTIFY** | Senior Data Engineer
October 2021 - Current | New York, NY
- Reduced fragmentation in Spotify's data ecosystem by identifying redundant services, deprecating code that was no longer used, and centralizing logic, resulting in a 33% in the squad's GCP costs
- Designed and implemented a robust automatic testing tool for Spotify's data pipelines to assist code review and increase developer confidence in automatic code changes by providing critical safety guard rails
- Contributed across many technical domains, such as Data Engineering, Data Science, Backend Engineering, and Frontend Engineering
- Developed a squad level anomaly detection UI that aggregates anomalies across a squad's data endpoints for easily tracking tech health

**WUNDERKIND** | Senior Data Engineer
October 2020 - October 2021 | New York, NY

- Utilize Apache BEAM and GCP Dataflow to create campaign and conversion streaming aggregation jobs capable of handling tens of thousands of messages per second and generating reports in real-time
- Adapt existing Go data consumers into GCP Dataflow streaming jobs

**IMPACT** | Data Engineer
March 2019 - October 2020 | New York, NY

- Part of the Froensiq Ad platform team, tasked with storing, enriching, and filtering Petabytes of data
- Created an App Store Scraper in Spark which stores and enriches data from Android and ITunes apps for mobile data analysis

**ASSOCIATION FOR COMPUTING MACHINERY** | Club President
Member Dec 2016 - Dec 2017, President Aug 2018 - May 2019 | Omaha, NE

## PROJECTS

**JEROO** https://jeroo.org/beta
Angular, Typescript, OCaml
- Programming language learning tool for students and teachers that allows students to write in a simple object oriented language to control animals around a virtual game board
- Created a compiler framework for a custom bytecode that the runtime interprets
- Used by high school teachers in many states, such as Texas, to bridge the gap between visual programming languages and traditional programming as a core part of their school's curriculum

**GAMEBOY EMULATOR**
https://github.com/benkonz/gameboy_emulator
Rust, WebAssembly
- Developed Rust code designed to emulate the hardware of the original GameBoy through low level hardware emulation, can be run as a desktop application and in a web browser through Web Assembly
- Able to efficiently and accurately emulate the GameBoy, down to the CPU, rendering frames at 60 frames per second