

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](https://github.com/benkonz)

Gitlab:// [benkonz](https://gitlab.com/benkonz)

LinkedIn:// [ben-konz](https://www.linkedin.com/in/ben-konz)

SKILLS

Proficient:

Scala • Java • Apache BEAM

Prior Experience:

MySql • Spark • Rust

Familiar:

OCaml • C++

EXPERIENCE

WUNDERKIND | SENIOR DATA ENGINEER

October 2010 - Current | 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
- Create Airflow DAG's to migrate and map data of various formats into GCP

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
- Contributed to mobile data analysis by creating an App Store Scraper which stores and enriches data from Android and iTunes apps, makes use of Spark
- Created a data aggregation platform using Google Dataflow to efficiently analyze application logs

NORTHRUP GRUMMAN | SOFTWARE ENGINEERING INTERN

Nov 2017 - March 2019 | Omaha, NE

ASSOCIATION FOR COMPUTING MACHINERY (ACM) STUDENT

CHAPTER AT UNO | CLUB PRESIDENT

Member Dec 2016 - Dec 2017, President Aug 2018 - May 2019 | Omaha, NE

- Organized technical talks by UNO faculty and short Lightning Talks by students
- Presented workshops on many topics, such as professional development, Arduino and RoboCode
- Hosted programming competitions for High-School and college students

PROJECTS

JEROO <https://jeroo.org/beta>

- 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
- Uses of OCaml, TypeScript, and Angular
- Used by high school teachers throughout America to bridge the gap between visual programming languages and traditional programming

GAMEBOY EMULATOR

https://github.com/benkonz/gameboy_emulator

- 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
- Supports multiple games, such as Tetris, Pokemon, Mario, and Zelda
- live demo: <https://benkonz.github.io/assets/emulator>