

Benjamin Raidman

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SUMMARY

Motivated and adaptable software engineer with a robust foundation in software development and a passion for solving complex challenges through innovative technology. Skilled in delivering high-quality, scalable solutions, I aim to leverage creativity and reliability to contribute to a forward-thinking organization's success. Seeking a role to drive impactful projects.

SKILLS

- Core Technologies: Java, Spring, React, PostgreSQL, Jira, Gradle, Git
- Additional Technologies: C++, Python, C#, JavaScript, Rust, Angular, MySQL, Maven
- Agile & Collaboration Skills: Agile methodologies, solution design, sprint planning, issue tracking, team collaboration

EXPERIENCE

Associate Software Engineer ReliaQuest

July 2025 - Present

- Contributed to the Advanced Data Mapping (ADM) project as part of GreyMatter's Universal Translator layer, a data-focused initiative enabling seamless integration and normalization of diverse security data sources for enhanced threat detection and incident response.
- Designed and developed comprehensive application refactoring to implement OCSF (Open Cybersecurity Schema Framework) field naming standards, revamping field/data mapping architecture to ensure compliance, scalability, and interoperability across enterprise environments.
- Automated integration creation processes, streamlining user onboarding and reducing manual configuration time by integrating with core GreyMatter microservices using Java, Spring, React, Kafka, Snowflake, Docker, Gradle, and PostgreSQL.
- Collaborated in agile development cycles, participating in sprint planning, stand-ups, and retrospectives via Jira for project management and issue tracking, fostering efficient team workflows in a fast-paced security intelligence platform.

Junior Software Engineer Diverse Computing

March 2024 - May 2025

- Led a team of interns in the successful refactoring of a legacy full-stack application, upgrading the backend from Java 8 to Java 21 and modernizing the Angular frontend, resulting in improved performance and maintainability.
- Spearheaded code reviews, training sessions, and design discussions, fostering team collaboration and ensuring high-quality deliverables.
- Developed and maintained a robust web application using Java, Spring, Angular, and SQL, creating efficient APIs and a responsive user interface to meet and exceed user requirements.
- Collaborated with cross-functional teams to design and implement feature-rich solutions, enhancing application functionality and user experience.

Teaching Assistant, Computer Science Florida State University

November 2023 - March 2024

- Supported computer science students by clarifying complex concepts, grading assignments, and leading interactive exercises to enhance learning outcomes.
- Strengthened communication and technical expertise while fostering a deeper passion for the subject through student mentorship and engagement.

EDUCATION

Bachelor's in Computer Science

Minor in Communications • Florida State University • May 2025

Organizations: Association for Computing Machinery (ACM) and Google Student Developer Club