ALEX HERTING

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Education

Iowa State University	**Aug. 2021 – May 2025**
Bachelor of Science in Software Engineering	*GPA: 3.45*

Relevant Coursework

- Embedded Systems
- Data Structures
- Algorithm Analysis
- Web Development
- Software Architecture
- Database Management
- Project Management
- Machine Learning

Experience

The Mutual Group/GuideOne Insurance   **January 2024 – Current**
Full-Stack Software Developer Intern   ***West Des Moines, Iowa***

- Utilized Gosu, SQL, MuleSoft, and Java to develop and maintain software applications, demonstrating versatility and adaptability in learning and applying different technologies.
- Consistently completed 125% of the expected workload for each sprint, demonstrating exceptional productivity and commitment to project timelines.
- Collaborated effectively with team members to acquire new skills and knowledge, contributing to a positive and productive team environment.
- Worked extensively within Guidewire's Policy Center, gaining a deep understanding of its functionalities and contributing to the development and customization of insurance software solutions.
- Leveraged Bitbucket, Source Tree, Git, and Jira for efficient team collaboration and knowledge sharing.

Iowa State University   **August 2023 – August 2024**
Student Tech Helper   ***Ames, Iowa***

- Proficiently address user inquiries and concerns.
- Provide essential classroom assistance on a limited basis.
- Demonstrate responsibility in lab facility opening and closing, including diligent monitoring to prevent issues.

Projects

Android Application- ISU Marketplace with Live Chatting | *Java*   **December 2023**

- Led a team of four in the development of an Android application, ensuring adherence to deadlines through effective sprint planning and execution over three-week cycles.
- Utilized GitLab and Git for version control, implementing branching strategies for individual coding tasks to maintain code quality and facilitate collaboration.
- Implemented live chatting functionality using WebSockets, enhancing user engagement and interaction within the application.
- Developed an intuitive and user-friendly front-end interface, ensuring seamless navigation and enhancing the overall user experience for the ISU Marketplace application.

Pokemon Rogue Type Game | *C, C++*   **May 2023**

- Developed a Pokemon game that will be unique upon each startup in C and C++.
- Implemented the official Pokemon database in order to spawn and generate each monster depending on level, IV's, etc.
- Ran on a Linux machine using GCC as the compiler and GDB as the debugger.
- Had deadlines for functionalities each week to ensure steady progression and organized work, finished after 14 weeks.

Online Store- Mouz | *HTML, CSS, JavaScript, React, Node.js, MongoDB*   **May 2023**

- Created a React application front end and Node backend to allow users to create, buy, delete, and modify items.
- Worked with another student while utilizing a sprint backlog to assign work and stay organized.
- Utilized GET, PUT, POST, and DELETE methods to operate the backend of the project run through mongoDB.

Technical Skills

Languages: Java, Gosu, SQL, C, C++, HTML/CSS, JavaScript, Python
Developer Tools: Git, GuideWire Policy Center, Microsoft SQL Manager, MongoDB, VS Code, Eclipse, Android Studio
Technologies/Frameworks: Bitbucket, Source Tree, GitLab, GitHub, Git Bash, Postman, JUnit

Extracurricular

Computer Science and Software Engineering Club   **Fall 2023 – Present**
Member   *Iowa State University*

- Attend presentations from industry professionals, students, and faculty.
- Participate in Programming demos, Social events, and Programming challenges.