Andrew Peterson

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OBJECTIVE

Obtain a new grad software engineering role

EDUCATION

Iowa State University, Ames, IA
Software Engineering Major (Expected Graduation May 2020)
GPA: 3.81 : Dean's List – 2016 – Present

SKILLS & TECHNOLOGIES

Intermediate: Java, JavaFX, Maven, Gradle, Git, Intellij, Eclipse
Learning: Jenkins, StringTemplate
Basic: C, C++, SQL, MySQL, Docker, Python, Flask, HTML, CSS, Javascript

ACADEMIC PROJECT EXPERIENCE

Labyrinth of the Minotaur   Jan 2018 - May 2018
- Designed and developed game logic to correctly advance game state in Java
- Helped develop a server using existing libraries to ensure efficient real-time multiplayer game play
- Awarded one of the best ten projects in the class

Project Picster   Jan 2018 - May 2018
- Designed a website using HTML, CSS, with Python and Flask for routing images and links
- Communicated with team to interface front-end with back-end using Keras to transform images
- Handled configuration of a docker container to ensure portability and scalability.

WORK EXPERIENCE

Cerner – Pharmacy Outpatient   May 2019 - Present
Software Intern
- Developed an internal code generation tool to automatically generate java services to manipulate tables in a database.
- Generator can potentially save thousands of man-hours by automating simple data access services.

LEADERSHIP AND ACTIVITIES

Marion Robotics Team   August - May 2013, 2014, 2015
- Designed and manufactured linear slide to be used in critical robot functions
- Qualified for placement in nationwide robotics competition

Research Assistant   October - February 2015
- Collaborated with college to develop molds for use in research with glass