Andrew Peterson

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OBJECTIVE

Obtain a new grad software engineering role.

EDUCATION

University: Iowa State University
Major: Software Engineering (Expected Graduation May 2020)
GPA: 3.78 Dean's List – 2016 – Present

SKILLS & TECHNOLOGIES

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

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.

Chess Game   December 2018 – 2 weeks
- Built program to play chess using SDL2 and C++, which allows a player to drag and drop pieces to legal squares.

WORK EXPERIENCE

Cerner – Pharmacy Outpatient   May 2019 – August 2019
Software Intern
- Developed an internal code generation tool using maven archetypes to automatically generate Java services to manipulate tables in a database.
- Generator can generate a CRUD service for hundreds of different tables while maintaining the code style and structure of current Java services.
- Wrote documentation and made video tutorials to use the data access service generator.

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.