

Brett Bethke

Software Engineer

Brett Bethke

Ames, IA 50010

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@Biglouey

Skills

Object Oriented Programming, Data Structures, Algorithm Design, Database Management, Team Based Projects, Client Interaction, Team Coordination, Unit Testing, Automated Testing, Web Design, Git, AWS, Azure, Google Firebase, Agile, .NET, Shiny

Experience

Instructional Dashboard for Learning Networks / Front End Developer

2021 - 2022, Ames, IA - R, SQL, Network Canvas, Shiny, ShinyDashboard, visNetwork, ShinyAuth, ShinyJS, ODBC, DBI, DPLYR, DT, visNetwork, networkD3, and shinyWidgets, Sodium

This application is a tool that will be implemented Fall 2022 at Iowa State University by professors attempting to improve the performance of their students through the use of network canvas surveys and network graphs. This project followed the Agile method. My personal contributions include: Creating the about page which includes information for understanding the application's uses and how to interpret the results, creating the contact information page which has information for getting in contact with the project leaders & developers, creating a simple login that uses both password hashing and an SQL database, and creating network graphs using network Canvas survey data.

Personal Website / Web Developer

2022 - Present, Ames, IA - HTML, CSS, JavaScript, Bootstrap, CSS grid, CSS template, AWS

Created a website to be used as a portfolio of my past, current, and future work. Uses S3 to host a static website in a bucket. Updated the website by using a CSS template found online and modified it to suit my needs.

Education

Marshalltown High School / High School Diploma

2012 - 2016, Marshalltown, IA

Iowa State University / Bachelors of Science - Software Engineering

2016 - 2022, Ames, IA

Activities and Honors

- Former BSA Life Scout (2012)
- Team Captain of the Marshalltown High School Cross Country Team (2016)
- Section Leader of the Marshalltown High School Drumline (2016)
- ISU Computer Science and Software Engineering Club (2017-2020)
- ISU Game Development Club (2017-2020)

Languages

Java, Python, SQL, C, C++, C#, R, HTML, CSS, JavaScript