Jonathan D. Krueger

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Education

Bachelor of Science in Software Engineering Iowa State University, Ames, Iowa

GPA 3.27 May 2016

High-Level Coursework: Principles of Programming Languages. Computer Game Programming, Software Testing, Linear Algebra, Software Project Management

Technical Skills

Languages: C, C++, C#, Java

Web: Html, Javascript, AngularJS, MVC

Development Environments: Microsoft Visual Studio, Eclipse **Project Tools**: Agile, SQL, Trello, Git, Subversion, Mercurial

Project Experience

Programmable Wireless Controller

Senior Design

August 2015 - May 2016

~500 Lines of Code

- Technical lead for a multi-discipline team tasked with developing a wireless controller to be used in an introductory college-level course to help students learn to program in C
- Created project plan, design document, presentations, and weekly reports
- Used C, C++, Bluetooth 4, Intel Edison, Multithreading, Serial Communication, and Git

Operation Twin Peaks

August 2014 - December 2014

Software Development Practices

~750 Lines of Code

- Team leader and 3D graphics expert on first-person game developed in Java utilizing an Agile development process
- Developed base engine code, simple net code and prototyped a terrain generation system using Light Weight Java Games Library (LWJGL), Java, and OpenGL shaders

Discord Bot

May 2016 - present

Personal Project

~100 Lines of Code

- Developing a bot that responds to a user's commands in a chatroom using C#,
 Discord.net, and SQL
- Developing a website that delivers information collected by the bot using C#, asp.net, SQL for the backend, and html, Javascript, AngularJS for the frontend

Internships

Rockwell Collins, Cedar Rapids, Iowa

May 2011 - August 2013

- Designed and produced code for an automated transfer process of source control files using python and batch scripts
- Reviewed and executed test documents to ensure quality of product after a version update

Activities

Developing software and games (Demos available on website) Video Gaming