Jonathan D. Krueger

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Education

Iowa State University   Ames, Iowa
Senior in Software Engineering   May 2016
                                                             GPA 3.1

Work Experience

Rockwell Collins   Cedar Rapids, Iowa
Technical Intern   May 2010 - Summer 2013

- Reviewed and Ran test documents
- Assisted with Quality Assurance testing a product for release
- Practiced proper workload management over the course of a year long project
- Trained interns so they could pick up on a project before I had to leave it
- Practiced writing clear readable documentation
- Learned and Reviewed Ada code
- Worked with Mercurial as a source control tool
- Produced code for an automated transfer process using Python and Batch scripts

Skills

Experience coding in C, C++, C#, and Java
Familiarity with version control software
Some scripting experience with Batch, Python, and Lua
Game development experience in Unreal, Unity, and Cryengine
Project management experience

Notable Courses

Software testing
Software project management
Principles of Programming Languages (Currently enrolled)
Game Development capstone course (Currently enrolled)

Activities

Member of Game Development Club
Developing games in my free time