

Joseph Elliott

Software Engineer

General Information

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Permanent Address: 971 S Concord St, Davenport, IA 52802

University Address: 2029 Hawthorne Ct, Ames, IA, 50010

Skills

Java	~3 years	Class, Android dev, Internship
Ruby	<1 year	Cerner Internship
C / C++	~1 year	Class Projects
Javascript	<1 year	Personal Projects
Visual Basic	~1 year	Class Projects (High School)
Windows	Forever	Personal Machines
OSx	<1 year	Cerner Internship
Linux (Ubuntu)	<1 year	Personal Raspberry Pi
UNIX	~2 years	Class, University Remote Server

Work Experience

Cerner – Software Internship May'16 – Aug'16

Innovation Campus 10234 Marion Park Dr, Kansas City, MO 64137

Fixed defects in Maven projects (Java). This required collaboration with multiple associates.

Automated the client onboarding process (Ruby). The entire project was designed and implemented by myself and another intern. This project saved roughly 2 days of engineer time for each new client.

Participated in code reviews, scrum, and retrospectives.

ISU Help Room TA Spring'15 – present

Atanasoff Hall, 2434 Osborn Dr, Ames, IA 50011

Helped students with a variety of computer science classes: CS

227, 228, 309, 311, 327, 330

Helping others included explaining core ideas and debugging code.

ISU Private Tutor Fall'15 – Spring'16

Iowa State University, Ames, IA 50011

Privately tutored groups of students in Computer Science: Data Structures, Computer Engineering: Digital Logic, and Mathematics: Differential Equations.

NSHS – IT Internship Aug'12 – May'13

North Scott High School, 200 S 1st St, Eldridge, IA 52748

Updated, managed, and designed webpages for the school.

Assisted staff and faculty in computer related problems.

Assisted in teaching an entry level HTML class.

Education

Iowa State University '13 - present

College of Engineering: Software Engineering

Expected Graduation: Fall 2017

ISU Cumulative GPA: 3.74

Projects

Github

<https://github.com/Joseph-W-E>

Swoll Saver

First Android project, published to the Play Store.

Uses a Sqlite database to store text-based workouts and the date they occurred.

Has a massive upgrade (work in progress) under the label "Workout Calendar" on Github.

Study Buddy

Android group project.

Students could create study groups using Google Maps api.

Within these groups they could use a whiteboard, create tasks, and (text-based) chat.

MindGamez

Hackathon group project.

Video game written in Unity3d (C#).

User can pick up objects and levitate them to solve puzzles.

Leadership

ISUMDC President Aug'16 – present

Iowa State Mobile Development Club.

Give presentations on introductory topics in Android.

Host company presentations related to mobile development.

Help students learn the basics of mobile development, or help students with their personal projects.

DIS Leader Aug'15, Aug'16

Destination Iowa State.

Lead freshmen and transfer students for three days, touring Iowa State and introducing them to campus life.

CTC Volunteer April'16

Computational Thinking Competition.

Helped K->12 students finish their programming projects and answer questions parents had related to the field.