Joshua T. Beck

319-432-3052 • JoshuaThomasBeck@gmail.com
https://josh-beck.github.io

OBJECTIVE:

Seeking to relocate to Raleigh, North Carolina for a full-time position in software engineering

EDUCATION:

Iowa State University – Ames, Iowa
Bachelor of Science – Mechanical Engineering — GPA – 3.87 / 4.00
Minor – Computer Science — Anticipated Graduation – May 2020

TECHNICAL SKILLS:

Software Development: Java, C, Matlab, Python, Racket, SQL, Windows PowerShell, Linux, Tortoise SVN, Git
Mechanical Design: Simulink, SolidWorks, Creo Parametric, CNC machining, Prototyping with 3D printing

WORK EXPERIENCE:

Software Engineering Part Time Student — October 2019 – Present
John Deere – Ames, Iowa

- Writing test cases for integrated control components using C
- Automating test systems to improve efficiency and accuracy using batch scripting and PowerShell
- Modifying sensory controller to enhance initialization sequence
- Participating in daily stand-ups as part of the agile development process

Product Engineering Intern — May 2019 – August 2019
John Deere – Waterloo, Iowa

- Used Creo Parametric to design an integrated fitting for engine measurement
- Processed and analyzed data using Matlab to facilitate understanding of engine performance
- Inspected engine components to assess probable cause of engine failure

Salesforce Development Intern — May 2018 – August 2018
Principal Financial – Des Moines, Iowa

- Developed a Salesforce chat function with a scrum team using the agile development process
- Collaborated with multiple teams to integrate chat function with client facing platform
- Improved graphical interfaces to simplify and optimize data visualization
- Identified potential APIs and testing platforms to enhance integration and precision of current technologies

PROJECTS:

Real Estate Document Processing

- Developed a natural language processing program to scan documents and retrieve relevant information
- Corresponded with business unit to understand business case and determine desired final product
- Used Python in conjunction with Amazon Web Services including S3 Buckets, Lambda and Comprehend
- Collaborated with team to produce database driven map based on processed location data

Simulated Rubik's Cube

- Implemented a Rubik's cube in Java using object-oriented programming methods
- Devised a method of generating long algorithms based on a set of constraints
- Developed an iterative process to test algorithms

LEADERSHIP:

Senior Design Teaching Assistant — August 2019 – Present

- Facilitating team learning through explanation of project goals and clarification of deliverables
- Providing feedback through team project assistance and individual assignment grading
- Serving as liaison between professor and students, fielding comments and delivering constructive criticism

Rubik's Cube Event Organizer — January 2017 – April 2019

- Maintained a budget, balancing required and discretionary purchases
- Organized event space for 300+ attendees through collaboration with venue management
- Coordinated 20+ staff to ensure a well-executed event