Andrew Bowler

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GitHub: ajbowler
https://ajbowler.github.io/website

WORK EXPERIENCE

HAYNEEDLE, Omaha, NE

Senior Software Engineer | Jan 2018 - Jan 2020

- Full stack. Maintained e-commerce site written in React and Node, powered by RESTful Java Spring microservices and a GraphQL integration
- Subject matter expert on frontend platform, primarily the cart, checkout, and returns systems
- Notable projects include: California Consumer Privacy act compliance, checkout redesign, Apple Pay integration
- Set up a unit test platform and mentored experienced engineers who had never written unit tests before. Eliminated hundreds of man-hours spent on manual regression

CERNER, Kansas City, MO

Associate Senior Software Engineer | Jun 2016 - Dec 2017

- Full stack. Developed patient charting applications for various nursing workflows using Rails, JavaScript, and Java
- Served as a mentor through Cerner's software engineer training program by teaching new associates best practices and how to be a successful engineer at the company
- Identified and fixed production issues, reviewed business requirements and test plans

PRINCIPAL FINANCIAL GROUP, Des Moines, IA

Application Developer Intern | May 2014 - Aug 2015

- Two summer internships that included working on Java enterprise web apps as well as some frontend development with vanilla JavaScript

EDUCATION

IOWA STATE UNIVERSITY, Ames, IA

B.S. Software Engineering

UNIVERSITY OF BIRMINGHAM, Birmingham, United Kingdom

International Exchange Program, one semester

SKILLS

- **Experienced:** Java (Spring, JPA, GraphQL), Ruby (including Rails), JavaScript (React, Node, others),
- **Hobbyist/Familiar:** Python, C#, C/C++
- **Soft skills/process-related:** Usual Atlassian tools (JIRA, etc.), code review evangelist, mentoring experience, conducted technical interviews

OTHER INTERESTS

- Baseball, created an LED scoreboard tracking live game data in Python - see GitHub profile
- Video game development, some experience with the Unity and Monogame C# engines
- Audio recording and processing, having experience with various digital audio workstations and musical instruments