Andrew Bowler

Phone: (641) 814-6441
Email: bowlerandrewj@gmail.com
Website: http://ajbowler.github.io/website
GitHub: ajbowler

WORK EXPERIENCE

Cerner, Kansas City, Missouri Software Engineer

06/2016 - Present

- Part of an agile team that develops the Connect Nursing mobile app. Allows nurses to view patient information and demographics, scan barcodes, review vitals and results, administer medications, and other various workflows. Fullstack work including:
 - Maintaining a Rails server that allows our mobile app to interface with our underlying services.
 - · Writing business logic for our Java REST services.
 - Correcting defects, troubleshooting errors, investigating client-reported issues
 - Running deployments and release processes
- Eventually shifted to a brand new team focused on creating personal dashboards for nurses to complete their routine workflows. Full-stack work including:
 - Rails frontend involving creating custom view models per Cerner's UI standards and writing JavaScript
 - Creating brand new REST APIs in the Java layer for business and data accessing logic

Principal Financial Group, Des Moines, Iowa

06/2015 - 08/2015

Application Developer Intern

- Coded and tested user interfaces and database utilities for IT users on a scaled agile team
- Designed and presented a revamped retirement plan selection tool on a team of 7 interns to glowing stakeholder reviews. Played the roles of Scrum Master and Front End Developer

Principal Financial Group, Des Moines, Iowa

05/2014 - 08/2014

Application Developer Intern

- Developed and tested enhancements for a WebSphere Application Server customer configuration tool based on user stories
- Front-end developed and presented an award-winning video game with other interns promoting company recruitment.
- Deployed numerous web infrastructure monitoring systems to manage various business needs.

EDUCATION

lowa State University Ames, Iowa B.Sc. in Software Engineering

2012 - 2016

University of Birmingham Birmingham United Kingdom Study Abroad

2015

SKILLS

- Languages: Java, Ruby, HTML, JavaScript, Python, C#
- Libraries and Frameworks: Rails, React, jQuery, Bootstrap, WebGL, Vis.js, Three.js, XNA/Monogame, Unity
- Software: Windows/Mac/Linux, Git, Eclipse, IntelliJ, Visual Studio, Maven, JIRA, Crucible, SourceTree, Splunk
- Other skills: Scrum Master, strong verbal/written communication