Andrew Bowler

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http://ajbowler.github.io/website

WORK EXPERIENCE

Cerner, Kansas City, Missouri   **06/2016 - Present**
Software Engineer
- Part of a full stack team that developed the Connect Nursing app. Allows nurses to view patient information and demographics, scan barcodes, review vitals and results, administer medications, and other various workflows.
- Implemented and maintained a Rails server that serves as a layer of abstraction between our mobile devices and our Java services
- Wrote server side business logic in Java
- Implemented an automated Python script that queries for Splunk events and logs JIRA issues linked to those events
- Investigated and diagnosed client reported issues, corrected defects, cut releases, ran test plans to ensure high quality code for clients

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
- Contributed to development of an email service for a life insurance E-signature service
- 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

Iowa State University Ames, Iowa   **2012 - 2016**
B.Sc. in Software Engineering

University of Birmingham Birmingham United Kingdom   **2015**
Study Abroad

SKILLS

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