ANDREW BOWLER

Email: ajbowler@iastate.edu
Phone: 1-641-814-6441
GitHub: ajbowler
Portfolio: http://ajbowler.github.io/website

SKILLS

Languages: Java, C/C++, JavaScript, HTML, SQL, Python, Ruby
Libraries and APIs: Android, Node, ncurses, jQuery, Bootstrap, Angular, React, Jade, JSP, WebGL, Three.js, Venmo, WebSphere

Software: Windows/Linux, Office, Git, Eclipse, Android Studio, IBM software, JIRA, Confluence, Trello, MySQL, Maven, Tomcat, Music Player Daemon
Other skills: Scrum Master, Repository Manager, strong verbal/written communication, business requirements documentation

PROFESSIONAL EXPERIENCE

Application Developer Intern - New Business Program   June 2015 to August 2015
Principal Financial Group - Des Moines, IA
- Coded and tested user interfaces and database utilities for IT users on a scaled agile team **- JavaScript**
- Contributed to development of an email service for a life insurance E-signature service **- Java**
- 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 **- HTML, Angular, Node, Jade, Bootstrap, Java**

Application Developer Intern - Distributed App Hosting   May 2014 to August 2014
Principal Financial Group - Des Moines, IA
- Developed and tested enhancements for a WebSphere Application Server customer configuration tool based on user stories **- Java, JSP, JavaScript**
- Front-end developed and presented an award-winning video game with other interns promoting company recruitment. **- HTML, Bootstrap, JavaScript**
- Deployed numerous web infrastructure monitoring systems to manage various business needs. **- Java**
- Coordinated with IT business units on routine tasks, including decommissioning of legacy servers and updating shell scripts

EDUCATION

Iowa State University   *May 2016 (expected)*
Ames, IA
Bachelor of Science: **Software Engineering**
GPA: 3.03
Relevant coursework: Data Structures, Databases, Digital Logic, Computer Architecture, Discrete Computational Structures, Computer Graphics, Software Dev Practices, User Interfaces, Object-Oriented Design, Algorithms, Operating Systems, Music Technology, Public Speaking
Activities: Game Development Club, Computer Science/Software Engineering Club, WildHacks hackathon

University of Birmingham
Birmingham, United Kingdom
Study Abroad:
Studied abroad during Spring 2015

PERSONAL PROJECTS

- **Jamory:** songwriting Android app for saving musical ideas on the fly - **ongoing**
- **Shake Off:** WildHacks 2014 hackathon project, Android minigame utilizing Venmo API
- **M14:** web browser music player built for MPD protocol using React, Node, and a Java REST service. Played the roles of Front End Developer and Repository Manager in a group of 4.

AWARDS

- 1st place, Recruiting Gamification, Principal Intern Code Jam, 2014
- Alpha Lambda Delta, Phi Eta Sigma Academic Honors, 2013