Andrew Ahrenkiel

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OBJECTIVE

Innovative Software Engineering student seeking professional job opportunities in the software engineering-related field.

EDUCATION

Iowa State University   Anticipated: May 2025

Bachelor of Science in Software Engineering with a Minor in Cyber Security   Ames, IA

- **Related Coursework:** Java Data Structures and Development, Administration of Linux, Construction of Interfaces, Advanced Programming, and Web Development.

WORK EXPERIENCE

Wells Fargo   June 2024 - August 2024

Software Engineering Intern - Charlotte, NC

- Full Stack Engineer within an application development team addressing business needs in Wealth & Investment Management Technologies.
- Created and led a new project to migrate reporting data from existing MongoDB to Oracle. Designed new Oracle reporting schema and used Python direct connect script to map NoSQL to SQL relational tables.
- Increased code coverage of team applications by 15%, improving code quality and decreasing SDLC risk.

Wells Fargo   June 2023 – August 2023

Software Engineering Intern - Des Moines, IA

- System Operations Associate who worked vastly within the CI portion of the Enterprise Pipeline.
- Full-time experience working with a team in an agile work environment with a collaborative goal to ensure code quality and security spanning all company applications.
- Worked with tools such as Jenkins, Checkmarx, Sonarqube, Blackduck, TruffleHog, Jira, Elastic, Junit5, Java Mutations Testing, Prometheus, Gradle, Maven, DotNet, and MSBuild.

PROJECTS/TECHNICAL EXPERIENCE

Pocket Brawlers

Java Spring Android Application

- Semester-long 4-person project developing an Android Application using Java Spring Boot and SQL.
- Primarily worked on the backend with relations such as One-to-Many and Many-to-Many through SQL tables. Used and learned about GitHub, GitLab Flow, and Continous Integration and Development in a team setting.
- Won ComS 309 Best Project Award for the 2023 spring semester of the course.

Global Butterfly Longevity Tracker

Rieman Gardens Web Application - Current Project

- Year-long team project developing a multi-institutional web application aimed to help facilities track and manage butterfly tagging data.
- HTML, CSS, and JS frontend with Java Spring Backend. I work as the Technical Design Lead, contributing work to both the frontend UI and the backend API.

Ray Tracing Engine

C++ Raytracing Engine

- Semester-long personal project developing a C++ based ray tracing engine.
- Features include rendering Spheres, Triangles, and Quads; Antialiasing; Texturing of all objects; materials including specular, diffuse, and dielectrics; rendering triangle meshes from obj files, etc.

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