

# Andrew Ahrenkiel

andrewa3@iastate.org | 515-777-9689 | 1135 SE Bluegrass Cir, Waukee, IA 50263

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## OBJECTIVE

Innovative Software Engineering student seeking an internship for the 2024 summer performing software engineering-related work.

## EDUCATION

### **Iowa State University**

Anticipated: May 2025

*Bachelor of Science in Software Engineering*

Ames, IA

- **Related Coursework:** Java Data Structures and Development, Administration of Linux, GPA: 3.40  
Construction of Interfaces, Advanced Programming, and Web Development.

### **Des Moines Area Community College**

May 2021

*General Education in Math, Science, and Engineering*

GPA: 4.00

- DMACC Dean's List, two semesters.

## WORK EXPERIENCE

### **Wells Fargo**

June 2023 – August 2023

*Software Engineering Intern*

- System Operations Associate who worked vastly within the CI portion of the Enterprise Pipeline.
- Full-time experience working with a team in the 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.

### **7 Stone Pizzeria**

October 2019 – Present

*7 Stone Manager*

- Bartending, Customer Service, Opening and Closing the Store, and General Operations.
- Job included teamwork, multitasking, conversational skills, relationship building, reliability, and collaboration. Required dealing with customer complaints and resolving them to the satisfaction of the customer management team.

## PROJECTS/TECHNICAL EXPERIENCE

### **Pocket Brawlers**

*Java Spring Boot 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 Continuous Integration and Development in a team setting.
- Won ComS 309 Best Project Award for the 2023 spring semester of the course.

### **Pokemon Terminal**

*C and C++ Terminal Application*

- Semester-long personal project developing the Pokemon-style GameBoy game within a C terminal.
- Half of this application was developed using C and later ported to C++ for object-oriented finalization.

### **Gaming Web Store**

*React and Node.js Web Application*

- Semester-long 2-person project developing a react web store to mimic a customer shopping experience.
- Primarily worked backend with MongoDB and JS Requests to actively get and change item information on the site. Learned about React and Node and connecting a front and backend on a server.

**Linkedin Profile:** <https://www.linkedin.com/in/andrew-ahrenkiel/>