

Andrew Phares

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EDUCATION

IOWA STATE UNIVERSITY

B.S. IN COMPUTER SCIENCE

August 2017 – May 2021 | 3.00 GPA

Minor in German Language | 1st Years Honors Program

EXPERIENCE

REALCLOUD IMAGING, INC | SOFTWARE DEVELOPER

March 2024 – Oct 2025 | Ames, IA

- Developed dental software for Henry Schien One
- Maintained Image Viewing software for Web and PCs, with a tech stack of .NET, C#, JavaScript, and Backbone.js to handle all internal communications
- Added Integration to our system to support 3rd party sensors and software

QUALITY CONSULTING, INC | SOFTWARE DEVELOPER

May 2021 – Dec 2023 | West Des Moines, IA

- Contributed to web applications in Intelligent Solutions Group (Operations Center, Property Center) on John Deere contract
- Updates to cloud infrastructure, server APIs, UI layouts, and other changes planned biweekly and developed per-story in an agile team framework
- Projects built using Node JS, Springboot, and various internal Deere libraries, and deployed in three production environments via Amazon ECS

INSTITUTE FOR TRANSPORTATION | WEB DEVELOPER

September 2019 – May 2021 | Ames, IA

- Designed interactive GIS application for web that displays pavement data and treatments through maps, infographics, or tables
- Created geoprocessing python scripts for users to interact with spatial data
- Processed raw GIS data from Iowa jurisdictions into polyline feature layers

KINGLAND | DATA RESEARCH ANALYST

February 2018 – August 2018 | Ames, IA

- Researched legal entities in order to evaluate financial risk for clients
- Verified name, location, registered agent, and industry of financial entities
- Validated parentage of entities, ensuring correct ownership of corporate holdings and assets

KLEFFMAN GROUP | RESEARCH ASSOCIATE

October 2016 – June 2017 | Urbandale, IA

- Conducted market research with farmers on crop production, animal health, and agricultural practices.
- Simplified research data into powerpoint presentations for clients such as Meredith Corporation

PROJECTS

STARMOS.IO | NODEJS, VUE 3, SOCKET.IO, PIXIJS, KUBERNETES

November 2019 – February 2021

- An online game with spaceships in a looping map, filled with planets, comets, stars, and a black hole in the center.
- Traffic is handled with a Kubernetes cluster, which deploys the game using docker at starmos.io.

SKILLS

PROGRAMMING

Experienced:

JavaScript Java C# C++
HTML CSS

Familiar:

C Python php SQL Racket

SOFTWARE

Linux blender Unreal Engine 4
Microsoft Office Arcgis
Adobe Creative Suite Unity
Substance Painter Android Studio

OTHER TOOLS

Git CI/CD Docker Kubernetes
GCP

LANGUAGES

English Fluent

German Intermediate

ACTIVITIES

Computer Science and SE Club
ISU Film Producers Club
Cyber Defense Competition
Hackathon Fall 2017
Chess Club

COURSEWORK

Advanced Programming Techniques
Construction of User Interfaces
Cyber Security Concepts And Tools
Discrete Computational Structures
Distributed Development of Software
Intro to Computer Architecture and Machine-Level Programming
Intro to Database Management Systems
Intro to Design and Analysis of Algorithms
Introduction to Data Structures
Introduction to Operating Systems
Matrices and Linear Algebra
Object-oriented Programming
Probability and Statistics for Com. Science
Principles of Programming Languages
Software Development Practices
Software Testing