Benjamin R DeSollar

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Education

The University of Iowa, Iowa City, IA   Anticipated May 2023
Bachelor of Science in Engineering
Major: Computer Science and Engineering,
Focus on Software Engineering

Engineering Experience

Collins Aerospace, Cedar Rapids, IA   June 2020-August 2021
Software Engineer Co-op/Intern
- Wrote python applications for the analysis of extensive data collections. Application determined the accuracy of avionic program requirements. One such use case increased the efficiency of scanning for errors by 500% by using an intuitive way for users to check faults
- Spearheaded a project whose purpose was to combine the uses of 5 essential tools in development. All tools were related to automation of data analysis to reduce the work time of manual checks
- Coordinated with senior software engineers to evaluate and improve data collection from multiple Rest APIs using recursion and ample data storage

John Deere, Moline, IA   May 2022-Present
Software Engineer Intern
- Modeled, designed, and implemented policies using an OPA (Open Policy Agent) Gatekeeper that maintained security within Kubernetes clusters by enforcing rules in which users could only access resources they had been authenticated to use
- Developed and incorproated rego code in policies utilizing test-driven development to increase efficieny as well as ensuring correctness and validity of written code
- Managed and deployed apps in Kubernetes using Kubectl in conjunction with Senior Software Engineers

Skills

- Python	- Restful APIs	- Java
- C++	- Machine Learning	- Go
- Agile Development	- Kubernetes	- SQL

Other Experience

University of Iowa BME Department, Iowa City, IA   August 2021-Present
Teaching Assistant
- Graded homework for Introduction to Engineering Computing
- Led office hours and provided individual assistance with homework and pre-class assignments to students
- Collaborated with professors and peers to troubleshoot students' problems with code during in-class programming assignments

Campus Involvement

UIowa Hyperloop Club, Iowa City, IA   August 2020-Present
Systems Lead
- Led a team of 15 members in designing software for a pod to compete in the annual SpaceX hyperloop competition
- Develop code to be implemented onto an Arduino, providing control of the pod
- Collaborate with team in assessment and testing of code to be used within the pod

Relevant Coursework

- Algorithms	- Intro to AI & Machine Learning	- Software Design