

CALEB A. UTESCH

131 N HYLAND AVE #1 AMES, IA 50014

CELL: (515) 231-0187

CUTESCH@IASTATE.EDU

Education:

Iowa State University, Ames, IA

Major: Software Engineering

Minor: Mathematics

GPA: 3.6

Expected Graduation date: December 2018

Work Experience:

Application Development Intern at Principal Financial Group, Des Moines, IA Summer of 2017

- Worked in an Agile setting on a scrum team of approximately 10 people working on web development projects
- Completed several smaller projects that included rewriting code modules, writing new stored procedure scripts and creating new business reports
- Developed a Proof of Concept as part of the re-writing process of one of our division's biggest applications

Software Development Intern at Sciengistics Inc., West Des Moines, IA Summer of 2016

- Added new features and updated existing ones to company's main product RosterApps, a web-based scheduling application
- Helped test and debug code to improve the quality of the company's software products
- Developed a new multi-page feature that gave users in RosterApps the ability to edit multiple shifts at once

Professional Skills:

- Familiar with commonly used modern programming paradigms such as OOP, MVC pattern, and client-server architecture
- Proficient in VBA, Java, C, C#, and JavaScript programming languages; Have experience with C++, CSS, SQL, and PHP languages as well as AngularJS, JQuery, NodeJS, and .NET frameworks
- Familiar with using Linux/UNIX-like systems and terminal controls to perform tasks as well as assembly language concepts

Activities and Honors:

- Recipient of the Iowa Farm Bureau Governor's Scholar Recognition Award
- Earned Cardinal level Scholarship funding from high school academic performance
- Made the College of Engineering Dean's List in the semesters of Fall 2014, 2015 and Spring 2016
- Donate blood at Lifeserve blood center
- Member of the ISU branch of Colleges Against Cancer club

Personal Projects:

- Created modified version of Brick Breaker game using HTML and JavaScript canvas graphics

