

ELIAS SIMPSON

Software Engineering

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EDUCATION

B.S.: Software Engineering

Iowa State University

Expected 12/2023

GPA: 3.83

M.F.A.: Creative Writing

Virginia Tech

B.A.: English and French

The University of Iowa

SKILLS

Languages

Dart

Go

JavaScript, TypeScript

Python

Java

YAML

Frameworks and systems

AWS

Kubernetes

Spring Boot

React

Angular

Git

Courses

Algorithm Design

Data Structures

Database Management

Senior Design

Introduction to ML

Traits

Communication

Planning

Collaboration

Initiative

Creativity

PROFESSIONAL EXPERIENCE

Software Engineer Intern

Workiva

May 2023 – July 2023

- Implemented new frontend features. Includes UI design and tuning of frontend packages and components using Dart, React, Redux, and internal libraries.
- Created full-stack features, functionalities, and fixes. Used Golang to wire new and existing properties, delivering a more responsive product for the user.
- Worked with a team of engineers to solve design and implementation challenges through agile practices and written and oral communication. Reviewed and tested code and worked closely with teammates on improving solutions to tickets.

Software Developer Apprentice

Source Allies

September 2022 – June 2023

- Led team in implementing internal microservice API on AWS, offering centralized data records of employee accounts using CloudFormation and Python—including test suite in Pytest.
- Integrated microservice into API logic of existing projects with multi-layer refactoring and test updates, reducing overall coupling and maintenance.

Software Developer Intern

Berkley Technology Services

May – July 2022

- Built new features for the company's policy and quoting platform (servicing multi-billion dollars in premiums), including a deep link for users to navigate directly to source of input errors. Full stack development in Angular, Spring, and SQL.
- Resolved bug and new feature tickets. Communicated progress with agile team in sprints and standups.

English Lecturer

Iowa State University

August 2018 – June 2020

- Led team in planning and designing new online pilot course for a university-wide general education requirement. Evaluated, implemented, and communicated continual improvements with students, colleagues, and administration across multiple programs.
- Taught introductory level courses in college composition, improving student competency in critical reading, analysis, and argument skills.

PROGRAMMING PROJECTS

Student Journey Map, LTI for Canvas LMS

Redesigned server architecture for project's mark two: including simplification deployment through Docker and Kubernetes.

Party Parade, Event-hosting app

As backend developer, I designed and implemented tables, relationships, and SQL queries within the Spring Boot framework.

Bit Magnet, Social media website

Designed and fine-tuned interactive frontend elements in React: mouse shadowing, drag-and-drop, and HTTP requests in NodeJS.