Jack Fordyce

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EDUCATION

Bachelor of Science, Buena Vista University, Storm Lake, IA **Major:** Computer Science
Graduation Date: May 2020 **GPA:** 3.75 Magna Cum Laude

TECHNICAL SKILLS

- C, C++, C#, Java, Python, SQL, Ansible, JavaScript, Jinja2, HTML, CSS, Bash, NodeJS, ReactJS, Assembly Language.
- Experience with Android Studio, Microsoft Visual Studio, Flask, Meteor, Linux, Git, Google Cloud Platform, Unity, Kong, IBM BPM, Apigee, MuleSoft.

WORK/INTERNSHIP EXPERIENCE

Software Engineer, Principal Financial Group, Des Moines, Iowa **May 2020-Present**

- Focusing on furthering the automation surrounding the API gateway space at Principal.
- Using Ansible and Python to easily deploy new environments for development teams across the company.
- Utilizing Prometheus and Grafana to monitor several API gateways.

Computer Science Academic Assistant, BVU, Storm Lake, Iowa **August 2019-March 2020**

- Successfully built a Flask application alongside a peer to help young students learn to program.
- Expanded knowledge of web development both front and back-end.
- Engaged with Dr. Nathan Backman weekly to report progress.

Software Engineer Intern, Principal Financial Group, Des Moines, Iowa **May 2019-May 2020**

- Intern for the Application Platform Services, API Management scrum team. Offered full-time position.
- Utilize Python, Java, and Ansible software to manage servers and company-wide applications.
- Deploy software in a production environment at the corporate level.
- Winner of 2019 Principal Summer Intern Code Jam Event.

PROGRAMMING PROJECTS

Computer-Reservation

- Flask/React application to manage on-campus computer laboratory.
- Allows authenticated users to reserve any computer for a specified amount of time.
- UI displays what computers are currently in use and when they will be available.

BVU Stream Processing Engine

- Stream Processing Engine made in Data Stream Processing R&D at Buena Vista University.
- Utilizes C++ to quickly interpret rapidly changing types of data and process it accordingly.
- Written by a small team of seven students in addition to Dr. Nathan Backman.

Canvas Assistant

- Google Assistant/Canvas API integration to verbally inform students about coursework.
- Hosted in Google Firebase Console, utilizes Realtime DB for data storage, written in NodeJS.
- Conversational flow designed and implemented in Dialogflow using Google's language processing.

Finger-Game

- HackISU 2018 group project.
- Interactive web-based machine learning game implemented using Python.
- Tests if a user can match a randomly generated number displayed on screen by showing fingers to the webcam.