# AJ  SERCK

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## EXPERIENCE

**Principal Financial Group - Software Engineer 1**                   **August 2024 - Present**

- Collaborating with a Agile team of 15 engineers, including offshore colleagues, to develop and maintain financial systems supporting retirement processes and websites
- Develop and maintain cloud-based solutions using AWS for data storage, serverless computing, and efficient data retrieval
- Committed to software excellence through comprehensive unit/integration testing, thorough documentation, and using automated CI/CD pipelines
- Manage widely varied system architectures, including mainframe COBOL servers, on-prem and cloud-hosted applications, Java Spring Boot services, etc.
- Mentored an intern, providing encouragement, business context, and technical guidance (at times through pair programming) to support their software development growth for the duration of the 12 week internship
- Conducted technical interviews for the internship program and attend a career fair to recruit talent for internship program
- Member of the Code Jam committee, helping to organize/support in a week-long code jam for the internship program, getting interns to develop projects to demo

**Video Host - University of Iowa Admission**                   **August 2021 -  May 2024**

- Created and hosted promotional videos for the University to cover student life on campus
- Covered topics including football games, museums, homecoming, clubs, student radio station
- Interviewed university students and faculty
- Wrote and edited scripts for new video projects

## EDUCATION

**University Of Iowa / Iowa City, Iowa**                   **August 2021 - May 2024**

- 4.06 GPA
- Major: B.S. Computers Science
- Minor: Art
- Study Abroad in South Korea in Fall 2023
- Deans/Presidents List

## SKILLS

**Languages/Frameworks**

- Java
- C#
- Python
- React
- Typescript / HTML/ CSS
- AWS CDK

**Software**

- Microsoft Suite
- Github (Actions, CI/CD, etc.)
- Unity Game Engine
- AWS (Cloud Practitioner Cert.)
- Jira

## PROJECTS

**Personal Website / ajserck.com**

- Utilized Three.js library and WebGL to create a 3D website with interactive elements to showcase personal projects and share pictures from my travels

**Game Development / johncavatelli.itch.io**

- Employ the Unity 3D game engine to create games that are hosted on the games site itch.io
- Competed in over 15 different game jams / hackathons, working collaboratively with other developers and artists to quickly realize a product