

# AJ SERCK

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## EDUCATION

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### University Of Iowa / Iowa City, Iowa

Aug. 2021 - May 2024

- 4.03 GPA
  - Major: Computers Science (B.S.)
  - Minor: Art
  - Honors Program Member
  - Deans/Presidents List
  - Involved in Smash Ultimate Club, Art Club, Valorant Club
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## EXPERIENCE

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### Principal Financial Group / Software Engineer Intern

May 2022 - July 2022

- Leveraging the AWS Cloud, moved actuarial data/processes from on-premises servers to cloud solutions
- Pair-programmed to write unit tests and develop software solutions
- Developed reusable CI/CD processes using GitHub Actions
- Worked effectively in an Agile development environment
- Achieved the AWS Cloud Practitioner Certification
- Lead Intern-Code-Jam team to develop a Next JS app hosted using AWS Amplify

### University of Iowa / Admissions Video Host

Oct. 2021- Present

- Create promotional videos for the admissions office at the University of Iowa
- Cover campus events (i.e. Graduation, Campus Tour, Sports Games, Dorm Tour)
- Write and edit scripts for new video projects

### Robotics (FTC Team #14568) / Captain & Lead Programmer

Aug. 2017 - May 2021

- Primary programmer for the team: wrote code in the Java language for the robot to execute
  - Taught over 20 programming sessions for 15 other team members who wanted to learn to code
  - Lead judges interviews about the engineering process of our robot
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## SKILLS

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### Languages/Frameworks

- Java
- C++
- C#
- Python
- Next JS/React
- HTML/CSS/JS

### Software

- Git/Github
  - AWS
  - Jira
  - Unity Game Engine
  - Blender
  - Unicycle (Not Software)
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## PROJECTS

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### Personal Website / [ajserck.com](http://ajserck.com)

- Utilized Three.js library to create a 3D website with interactive elements to showcase personal projects and link to other information

### Daily Bird

- Combining APIs from Google Custom Search and Ebird.org, this Python Program hosts a website containing Images and Information about a new bird each day

### Project Aero

- Written in C# and built using the Unity Game Engine, a First-Person 3D Rouge-lite game about falling through the sky and upgrading your character to defeat a giant racoon
- Aim to mix the combat of Ultrakill with the exploration of Enter the Gungeon