KALE M. KESTER
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Education

Iowa State University - Ames, IA   *Expected graduation: May 2024*
- Bachelor of Science in Computer Engineering
- GPA 3.51/4.00
- Senior Classification

Work Experience

Platform Engineering Intern – Des Moines, IA   *May 2023 – Aug 2023*
- Worked with several teams of engineers to support and enhance company's platform infrastructure
- Learned and applied professional speaking & presenting skills
- Gained proficiency in various software tools and programming languages, including Python, AWS, and Jira

Hy-Vee Checker - Winterset, IA   *June 2022 - January 2023*
- Checked orders from customers using interpersonal skills
- Solved customer and coworker problems
- Organized and stocked items in an established system

Culver's Crew Member - Waukee, IA   *June 2020 - September 2020*
- Handled orders from customers using interpersonal skills
- Delivered goods in a time sensitive manner
- Organized the work area to remain clean and safe

Projects

Minesweeper – Android Studio
- Worked individually using Java in Android Studio to create a Minesweeper game application with a few bonus features. This project helped me gain a better understanding of object-oriented programming in android studio as well as being able to develop and integrate new features and updates to software.

Processor Simulation
- Worked with a partner using VHDL to simulate a pipelined basic piplined single core of a MIPS processor from scratch. Utilized dataflow and structural architectures with an emphasis on structural. This project helped me gain a better understanding of computer design and how processing instructions works

CyBot – Embedded Systems
- Worked in a group environment to modify an iRobot using C to navigate an obstacle course controlled via Wi-Fi. I learned how to modify ports and managed to get a better look into how embedded systems interact with the rest of a machine.

Vacation Itinerary App – Software Development

- Worked in a group of 4 people to create an app. I learned how to use Android Studio and how to integrate the backend with the frontend. This project helped teach me how to use Git and work together to manage deadlines.

Skills

Languages

- Spoken/Written: Seal of Biliteracy in English & Spanish (Iowa Department of Education)
- Computer: Java, C, Python, HTML/DOM, CSS, JS, VHDL, Verilog

Software

- Android Studio, Quartus, AWS CDK & CLI, ModelSim, Adobe Premiere, Adobe Photoshop, AutoCAD, Cinema4D

Activities & Leadership

Gaming & Esports Club at Iowa State

- Smash Ultimate Coach & Tournament Organizer	Fall 2023
- Overwatch JV Team Captain	Fall 2022

HyperStream/IT-Olympics

- Robotics: 2nd place	*2017*
- Smart IT: 3rd place	*2019*
- Game Design	*2018*

IHSSA

- All State Award in Group Improvisation	*2020*
- State Award in One-Act Play	*2019 & 2020*
- Awarded International Thespian Society	2020