ANNIE KRAGE

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EDUCATION

Bachelor of Science in Engineering, The University of Iowa   May 2023
Major: Industrial & Systems Engineering, Minor: Computer Science   Iowa City, Iowa

PROJECTS

Design of a Telepresence Robot   Spring 2023
Course: Industrial Engineering Design Project (Operation System Design)
- Worked closely in a team of five to design and implement a telepresence robot to be used in the Operatory Performance Laboratory as an assistant for remote workers
- Carefully selected materials and technology components to fulfill all given requirements of the robot
- Built a website for approved users to access the robot's view and control it using a virtual joystick, integrating the motor controller's movement libraries with the x and y position of the joystick

Hospital Management System   Spring 2023
Course: Fundamentals of Software Engineering
- Collaborated in a team of three to develop a comprehensive hospital management web application using ReactJS, NodeJS, Express, and MySQL under the MVC design pattern
- Enabled user account creation, secure logins, appointment scheduling, bill payments, notifications, and profile editing, with varying access based on user type (administrator, doctor, nurse, patient)
- Executed the project successfully following the Agile methodology throughout the course of a semester

Word Game Application   Fall 2022
Course: Introduction to Software Design
- Constructed a JavaFX application with multi-threading and networking capabilities to display a dynamic, user-interactive GUI game with multi-player functionality
- Performed JUnit testing to evaluate the program's functions and integrated a PostgreSQL database to store user data and manage the leaderboard
- Collaborated with a small group using Git to develop the game in a 72-hour period

PROFESSIONAL EXPERIENCE

Genova Technologies, Cedar Rapids, IA (Hybrid)   Summer 2022
Software Engineer Intern
- Worked on a small team, using Jira and Confluence for project management and Sourcetree for code management, to deliver consistent software updates for a client under the Agile methodology
- Implemented object-oriented programming to fix bugs and develop new features on the web platform, using Angular and Bootstrap frameworks (TypeScript, HTML/CSS) for the frontend and Django (Python) for the backend
- Developed deployable code for both iOS and Android software platforms in Swift and Kotlin languages, respectively, and tested the code using a simulator and external devices

TECHNICAL SKILLS

Proficient: Java, JavaScript, Python, C++, HTML/CSS, SQL, Git, Jira, Microsoft Office apps, Agile/Scrum
Familiar: TypeScript, Kotlin/XML, Swift, R, C, Bash, MATLAB, Creo CAD, Machine Learning, VBA

VOLUNTEER WORK

International Volunteer HQ, Bali, Indonesia   Fall 2018
English Teacher
- Assembled daily lesson plans to teach young Indonesian children the basics of the English language
- Learned elementary Bahasa Indonesian language to communicate with and teach students

Special Olympics, Sioux City, IA   Spring 2014 – 2017
Dance Team Instructor
- Met with and supported a team of about 15 mentally disabled women on a weekly basis to help them practice a dance routine, for which they earned 1st place at the state dance competition each year