

Zachary Toben

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SUMMARY

A versatile full stack software engineer with a passion for front end development. Holds a desire for learning, adopting new technologies, and contributing to open source projects. Always seeking opportunities offering challenges and encouraging personal growth.

SKILLS

- Development Experience:
 - Most used languages – JavaScript (ES6), C#, Java, and Node.js.
 - Web development – React, Redux, AWS, Azure, Webpack, Mocha, Sinon, jQuery, HTML/CSS, Entity Framework, Google Analytics and APIs (Calendar, Maps, etc).
 - Other technologies – Python, Matlab, Jenkins, Travis CI, VSTS, Git, and SQL.
- Working in Groups – Working daily in an agile work environment, pair programming, and acting as a scrum master. Programming experience with teams, weekly worked with partners to analyze program requirements and conduct product testing.
- Efficient – Able to quickly come up with solutions to issues and implement them in an effective manner.
- Agile/Scrum Knowledge – Certified Scrum Master as of April, 2017

EMPLOYMENT

Gain Compliance – Des Moines, IA; Software Engineer April 2018 – Present

- Working as a front-end developer on a small team; simplifying compliance reporting for the insurance industry. Primarily developing in JavaScript, Node.js, and React/Redux.

DowDupont Pioneer – Johnston, IA; Contract Software Engineer September 2017 – April 2018

- Writing software under contract with Robert Half, working on the Connex team.
- Worked on two agile teams and occasionally advised an offshore team working in India. Developed primarily in C#, Javascript, and SQL.
- Wrote backend services in C# hosted locally, as well as APIs deployed on Azure written in Node.js. Front end work was done primarily in Angular.
- Worked to improve the performance and uptime of a mature system, while also adding functionality.
- Projects:
 - Connex – A system for tracking sales, signed agreements, and other documents for sellers of Pioneer brand products.

Heartland AEA – Johnston, IA; Contract Software Engineer July 2016 – March 2017

- Worked as a contract developer to finish up a room scheduling system I had worked on when I was originally a full-time employee at Heartland.
- This was the first project I worked on completely as an individual and saw through completion; it was extremely rewarding to see it being used on a daily basis and functioning as intended.
- Maintenance documentation was written and handed back off to the core development team.
- Projects:
 - Room Scheduler – A system for reserving rooms and various equipment and syncing these events with google calendars and events. Written primarily in .NET, Javascript, and jQuery; using various Google APIs.

John Deere ISG – Urbandale, IA; IT Analyst III, Product Engineer II November 2015 – October 2017

- Developing on an ever-changing team to deliver the John Deere Grower Operations Center.
- Worked in an agile environment, with the role of Scrum Master since early 2017. Deployed to a continuous integration pipeline that employed the use of AWS, Git, Jenkins, Node, and NPM.
- Pair programming and test-driven development were used heavily; with all new development being done in Node and React.
- Projects:
 - Setup Builder – A tool for bundling and sending information about products, equipment, implements, operations, and operators out to correctly equipped machines.
 - Land Manager – A tool for viewing, editing, and creating various field elements used by in-cab displays. Fields, guidance lines, boundaries, etc.
 - Grower Operations Center – John Deere’s flagship web product, offering a wide range of daily operations for farmers throughout the world
 - SuperNode – A server black hole detection program similar to Hystrix but at a smaller scale, built using web sockets and a Node backend

Heartland AEA – Johnston, IA; Computer Software Engineer July 2014 – October 2015

- Worked with a small team of developers to create a variety of applications to meet the needs of teachers, psychologists, and various other employees in the education field around Des Moines.
- Primarily developed in C# to create console and web applications. Using JavaScript, MVC, Bootstrap, AJAX, and jQuery to develop these projects.
- Projects:
 - Employee Directory, IT Ticketing System, Bus Routing and Location Maintenance Application, Out of Area Travel Form, Room Scheduler implementing Google APIs, and an API that supplied data to a majority of these systems.

John Deere PEC – Cedar Falls, IA; Software and SharePoint Developer February 2012 – May 2014

- Worked on a team of four to develop analysis-based software for an engineering team in the field using primarily Matlab and Java.
- Created several site collections for departmental use. Designed web parts, organized document libraries, devised a way to store large numbers of documents that is much easier for users of the site to navigate.
- Used Model Based Development to design Simulink models and generate code.

EDUCATION**University of Northern Iowa - Cedar Falls, IA**

B.A. Computer Science, May 2014; GPA 3.0/4.0

Awards:

- Constantine Curris Scholarship (2011-2013)
- Distinguished Scholar Award (2012)
- STEM Scholarship (2012-2013)

Relevant Courses:

- Artificial Intelligence, Design and Analysis of Algorithms, Intermediate Computing, Data Structures, Intelligent Systems, Information Storage and Retrieval.