Zachary Toben

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SUMMARY

A versatile Software Engineer with experience in full stack web development. Self-motivated worker who also performs well in a team development environment. Holds a passion for learning and adopting new technologies. Seeking an opportunity offering challenges and growth opportunities.

SKILLS

- Development Experience:
    - Most used languages – JavaScript (ES6), C#, Java, Python, and Matlab.
    - Web development – React, Node, AWS, Webpack, Mocha, Sinon, jQuery, MVC5, HTML/CSS, Sass, Bootstrap, Entity Framework, Google Analytics and APIs (Calendar, Maps, etc).
    - Other technologies – Jenkins, Git, IntelliJ, Eclipse, Linux, SQL, and Visual Studio.
- 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

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

- 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.