

ANNIE STEENSON

Software Engineer

ABOUT

Senior undergraduate student graduating in May 2018. Beginning work as a Software Engineer at Apple in June 2018. Extremely passionate about civil service, economics, and political science. I aspire to apply my technical engineering background to diverse issues that arise in government and public entities.

CONTACT

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EXPERIENCE

- JUNE 2018 ● APPLE – SOFTWARE ENGINEER**
I will be developing and extending iCloud's features.
- 2018 - NOW ● WOMEN IN SCIENCE AND ENGINEERING, STUDENT ROLE MODEL**
Engaging students K-12 with S.T.E.M. activities. Inspiring women to pursue S.T.E.M. and leadership
- 2018 - NOW ● IOWA STATE UNIVERSITY – RESEARCH ASSISTANT**
Building a big data analytics library that enables users to discover hidden and interesting stories from news outlets.
- 2017 - NOW ● UDACITY – REACT NANODEGREE MENTOR**
Advising students furthering their education. Fostering opportunities for growth and exploration.
- SUMMER 2017 ● GODADDY – SOFTWARE ENGINEERING INTERN**
Restructured and extended the Reseller platform. Initiated and lead a project to modernize consumer reporting.
- SPRING 2017 ● IBM – SOFTWARE ENGINEERING INTERN**
Transitioned a project from Chinese team to my assigned American team. Acquired ownership of an internal tool that enhances communication between engineers and operations.

EDUCATION

Iowa State University | B.S. | 2014 – 2018

Major: Software Engineering | Minor: Leadership Studies | GPA: 3.49
College of Engineering Dean's List | 2015-2016

PROJECTS

E CLERK – TEAM LEADER AND SOFTWARE ARCHITECT

- Solving an issue with the Electronics and Technology Group's current checkout system by building a virtual and physical solution that allows students to autonomously checkout equipment.
- Organizing work for 6 team members. Collaborating with external resources and the project client to deliver a quality product.

UNIVERSITY COURSE PLANNER – TEAM LEADER AND ENGINEER

- Built a web application that allows students to generate a schedule of future courses required to graduate.
- Lead 4 students and orchestrated the project's technical design and individual work for team members.

ACTIVITIES

PWC BUSINESS CASE COMPETITION | FALL 2017

- Won 1st Place, present a solution that addresses urbanization in the state of Iowa and what Iowa State University's part should be

HACKISU MIDWEST HACKATHON | FALL 2015 - PRESENT

- 2nd Place, Judge's choice awards: Google's "Googliest Idea," Workiva's "Best Cloud Integration." John Deere's "Consumer Focus"

MOTION SICKNESS DANCE TEAM | FALL 2014 – SPRING 2016

- Performed at University of Northern Iowa Basketball game
- Lead Choreographer, Social Media Chair

KAPPA ALPHA THETA | FALL 2014 - PRESENT

- Volunteer and enthusiast for Court Appointed Special Advocates (C.A.S.A.)