

JEMMA POFFINBARGER

EMBEDDED SYSTEMS ENGINEER

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🐱 CaramelKat

Skills

PROGRAMMING LANGUAGES

NodeJS
Javascript
TypeScript
Swift
SwiftUI
C
C++
Java
HTML
CSS

SOFTWARE

Docker
Git
MongoDB
Fiddler
Wireshark
AWS
PWA
Linux

TESTING

Hardware Testing
Regression Testing
Utilizing System
Requirements
Software Testing
Embedded Software

Education

University of Wisconsin: Platteville
B.S. Computer Science 2023

Aug. 2019 to May 2023

Employment

RFA Engineering

Embedded Systems Engineer I

- Displays System Test Tech Lead
- Working on-site at John Deere Dubuque Works.
- Software & Hardware Testing for Construction Displays.
- Planning and overseeing testing in an agile environment.
- Creation and automation of test plans for specific vehicle systems.

Dubuque, IA
July 2023 to Current

University of Wisconsin: Platteville

ITS Hardware Staff

- Management and deployment of computer assets
- Assisting customers with technology concerns
- Aids in the decommissioning of outdated hardware in an environmentally responsible manner

Platteville, WI
Mar. 2022 to May 2023

Crystal Lake Scout Reservation

Business Manager

- Managing camp budget
- Overseeing dining services and trading post sales
- Managing event registrations
- Processing payments

Rhineland, WI
Jan. 2022 to Mar. 2022

Director of Ecology and Conservation

- Running outdoor activities
- Planning and executing outdoor education
- Assisting with staff training
- Directing area staff and instruction.

Rhineland, WI
May 2021 to Aug. 2021

Projects

Pretendo Network

- Open-source replacement game servers for the Wii U and 3DS with over 150,000 users.
- Contributed to the development of on device patches to connect to the network without permanently modifying the system.
- Reverse engineered various network services and system applications.

2019 to Current

Juxtaposition

- Open-source social media platform for web and resource-limited legacy game console browsers
- Designed and implemented a segmented back-end structure using MongoDB and NodeJS Express to ensure fast, reliable access for over 1,000 concurrent users across the globe.
- Created a modular, friendly user interface across multiple platforms to ensure flexibility and maintainability.
- Reverse-engineered existing and discontinued network services using Wireshark and Fiddler to implement API services compatible with 75+ existing games and clients according to their requirements.

2019

Tesomas dot Camp

- Progressive Web App to provide information about summer camp activities, as well as interactive activities that can be customized to a given camps need
- Facilitated the creation of a dynamic user interface that works across a variety of screen sizes.
- Developed tools to help clients continue to keep information on the site up to date.
- Integrated with existing internal tools to ensure a high-quality experience for all customers.

2019 to 2020

CyberLabs – Senior Design Project

- Cybersecurity training tool that automatically grades students in a controlled environment
- Directed a team on the development of a database platform with a matching REST API.
- Directed the design of a modular database structure.
- Collaborated with a separate team on the inter-server communication of key resources.

2022 to 2023