

# Jonah Ableman

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## EDUCATION

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**University of Michigan, College of Engineering** | Ann Arbor, Michigan  
*Bachelor of Engineering in Computer Science, Music Minor*

Expected: April 2024

## PROFESSIONAL EXPERIENCE

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**Amazon** | San Francisco, CA

May 2023 - August 2023

*Software Development Engineer Intern*

- Aided in the design and development of a React Native application, serving 1,000,000+ daily users across the globe
- Informed key design decisions through thorough investigation into customer needs, and created a corresponding in-depth design document to propose multiple approaches to solving a problem in order to satisfy all potential stakeholders
- Ran live experiments utilizing A/B testing methodologies, and analyzing data in order to optimize customer experience
- Participated in agile practices such as daily standups and code reviews, ensuring a secure, structured environment
- Wrote unit tests to validate code correctness with 100% coverage across all changes, upholding best coding practices

**Whisker** | Auburn Hills, MI

May 2022 - August 2022

*Software Engineer Intern*

- Contributed to a full stack internal diagnostic tool using Typescript, React, and AWS CDK, implementing key features and ultimately decreasing customer support times by over 50% and saving the company \$20,000+ per year on external software
- Handled interactions using AWS for a network of 500,000+ devices, improving application efficiency and user experience
- Converted project codebase to use AWS CDK, creating REST API endpoints to be utilized by over 250,000 mobile devices, thus removing technical debt, future-proofing our project, and making the project more accessible to existing engineers

## PERSONAL PROJECTS

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**CNote AR Capstone Project** | Ann Arbor, MI

February 2023 - May 2023

*Lead Developer/Designer*

- Designed and developed an AR audio synthesizer targeted towards young schoolchildren utilizing Unity and ARKit in C#
- Collaborated with a team of 5 engineers, iterating on our ideas through testing, QA, and classmate feedback rounds

**Stutter Speak VR** | Richardson, Texas

May 2021 - August 2021

*Lead Developer/Designer*

- Launched and developed a VR Application with a focus on assisting people who stutter with their public speaking skills in Unreal Engine 4 with object oriented code practices, using C++ and Blueprint on the official Oculus store in August 2021
- Devoted 40 hours per week to various aspects of development such as coding, design, testing, and coordinating with others
- Created systems to save and display user data, track progress over time, provide feedback, and handle physics interactions

## ADDITIONAL EXPERIENCE

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**Shift Creator Space** | Ann Arbor, Michigan

*Club Lead*

April 2022 - Present

- Facilitated weekly organizational meetings with leadership to plan for the future direction of the club and it's members
- Acted as a leader and facilitator for club meetings and as a mentor to members, improving community success
- Worked 10+ hours a week on exciting technical and creative projects within a community of highly impassioned creatives

**Michigan Hackers** | Ann Arbor, Michigan

August 2020 - June 2022

*Vice President [Marketing]*

- Co-Led weekly mass club meetings of over 100+ students, contributing to the computer science community on campus
- Hosted weekly meetings with leadership members in order to plan and discuss future club events, and manage sponsors
- Attended weekly meetings with team members and built on each other's ideas, as well as presented my own ideas in a clear and understandable fashion, contributing to the design, progression, and continued development of the project

## ADDITIONAL INFORMATION

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Skills: C++, Python, React, React Native, C#, UNIX, Typescript, AWS, Git, HTML, CSS, VS Code, Unreal Engine, Unity, Arduino  
Coursework: Data Structures, Algorithms, Discrete Math, Game Engine Architecture, XR and Society, Computer Vision, Game Development, Foundations of Computer Science, Computer Organization, Linear Algebra