

# Jonah Ableman

(214)-425-4682 | [jableman@umich.edu](mailto:jableman@umich.edu) | [github.com/Jableman19](https://github.com/Jableman19) | [linkedin.com/in/jonah-ableman](https://linkedin.com/in/jonah-ableman)

## EDUCATION

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**University of Michigan, College of Engineering** | Ann Arbor, Michigan

Expected: May 2024

*Bachelor of Engineering in Computer Science*

**3.85 GPA** as of May 2021

Dean's List 2020

University Honors 2020

## PROFESSIONAL EXPERIENCE

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**Arena Operating Company at American Airlines Center** | Dallas, Texas

June - August 2018

*Information Technology Summer Intern*

- Utilized Wireshark to troubleshoot and solve switch failures around the stadium at marquee events
- Supported public relations and media through server setup and maintenance
- Collaborated with industry professionals to identify key issues and improve efficiency within the IT department

## PERSONAL PROJECTS

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**Stutter Speak VR** | Richardson, Texas

May 2021 - August 2021

*Lead Developer/Designer*

- Built VR Application focused on assisting stutterers with public speaking in Unreal Engine 4 using C++ and Blueprint. Launched 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
- Worked closely with medical professional and speech pathologist, Tricia Krauss-Lehrman, on a bi-weekly basis to help shape their vision for the application
- Created various systems to save and display user data, track progress over time and provide feedback, read in custom user files, and handle physics interactions

## ADDITIONAL EXPERIENCE/RESPONSIBILITIES

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**Michigan Hackers Marketing Team Lead** | Ann Arbor, Michigan

June 2021 - Present

*Team Lead*

- Hosted weekly meetings with team in order to plan and discuss future club events
- Coordinated, organized, and hosted special events for sponsors and club members alike
- Managed social media accounts, created various marketing materials, and designed club merchandise

**Michigan Hackers Embedded Systems Team** | Ann Arbor, Michigan

August 2020 - Present

*Official Member*

- Devoted 10 hours a week to research, coding, and team development. Was a contributing member to large team projects
- Attended weekly meetings with team members and built on each other's ideas. Contributed to the progression of the project as well as presented my own ideas in a clear and understandable fashion

## ADDITIONAL INFORMATION

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Skills: C++, Github, MatLab, Unreal Engine, Unity Engine, Microsoft Office, Visual Studio Code, Google Suite, Arduino

Other Interests: Reading, Guitar, Music, skateboarding, soccer, video games