

Jonah Ableman

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EDUCATION

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

Expected: May 2024

Bachelor of Engineering in Computer Science, Music Minor

3.85 GPA as of May 2021

Dean's List 2020

University Honors 2020

PROFESSIONAL EXPERIENCE

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

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 the 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

Michigan Hackers Marketing Team Lead | Ann Arbor, Michigan

June 2021 - Present

Team Lead

- Host weekly meetings with team in order to plan and discuss future club events
- Coordinate, organize, and host special events for sponsors and club members alike
- Manage social media accounts, create various marketing materials, and design club merchandise

Michigan Hackers Embedded Systems Team | Ann Arbor, Michigan

August 2020 - Present

Official Member

- Devote 10 hours a week to research, coding, and team development. Am a contributing member to large team projects
- Attend weekly meetings with team members and build on each other's ideas. Contribute to the progression of the project as well as present my own ideas in a clear and understandable fashion

ADDITIONAL INFORMATION

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

Other Interests: Reading, guitar, music, skateboarding, soccer, video games