Joel Rummel

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Education

University of Michigan (Ann Arbor)   September 2018 — Present
BS Computer Science – Expected Graduation: May 2022   Ann Arbor, MI

Work Experience

Invoice Maker, LLC   May 2021 — August 2021
Intern: Software Developer   Remote
- Worked with a full stack Agile development team on company's flagship React and AWS web app
- Directly developed and reviewed major features such as the app's paid subscription model
- Led creation and documentation of automated end-to-end test suite, catching multiple previously undetected bugs and permanently bringing additional testing to the team's Agile workflow
- Spearheaded integration between app and additional payment providers, bringing provider total from one to three

National Blueberry Festival Association   May 2021 — August 2021
Contractor: Software Engineer   South Haven, MI
- Hired as contractor to build app for fetching real-time festival details and schedule
- Used React Native and an AWS serverless framework to develop for both iOS and Android
- Concurrently developed web client for modifying festival data and sending push notifications to app users
- Oversaw entire software development lifecycle from planning and analysis to release, after which the app garnered over 1,000 downloads

Spencer Manufacturing, Inc   June 2020 — August 2020
Intern: Software Engineer   South Haven, MI
- Developed a React Native project management app to replace company's existing management solutions
- Implemented functionality such as account management, timekeeping, issue tracking, and group messaging
- Deployed to iOS, Android, and web browsers, with a backend built in PHP and MySQL

Whirlpool Corporation   June 2018 — August 2019
Intern: Data & Analysis Software Developer   Benton Harbor, MI
- Worked with a team in Quality department to build data analysis tools in React and Google Apps Script for company engineers and analysts
- Collaborated directly with a sub-team in India to implement a tool that significantly sped up claims data processing
- Used data compression and paging techniques to decrease initial load time of all apps by as much as 50%

Projects

Ludum Dare Game Jam   *"The Empty Cone"*   March 2020
Developed a video game using Godot for the Ludum Dare game jam, ranking in the top 8% of over 2,000 submissions

Battle Bay Stats Scraper   *bb-stats.com (now defunct)*   September 2018
Wrote a Java program to manipulate and visually scrape data from a video game client and upload the results online

Activities

Social Tennis Club   *Founder and President*   May 2021 — Present
Founded and served as President of a recreational student organization at U-M with over 600 active members

Michigan Engineering Zone   *Mentor*   September 2018 — September 2019
Mentored Detroit high school robotics students about autonomous robot programming and electrical wiring

Skills

Languages/frameworks: C • C++ • Java • React.js • React Native • Python • HTML • CSS • JavaScript • PHP • Node.js
Other technologies: AWS (EC2, S3, Lambda, DynamoDB, API Gateway, Cognito) • MySQL • Cypress • Jest
Tools/workflows: Git • GitHub • Agile Methodologies • Atlassian Toolkit • CI/CD • Automated Testing • SDLC • TDD