Joel T. Rummel

925 S State St, Ann Arbor, MI 48107
269-944-9381 - joelrummel@yahoo.com
portfolio: joelrummel.net

EDUCATION

University of Michigan, Ann Arbor, MI   *September 2018*
- Studying Computer Science, expected graduation: May 2022
- Current cumulative GPA: 3.03 / 4.00
- **Current/completed courses:** Data Structures & Algorithms, Foundations of Computer Science, Database Management Systems, Linear Algebra, Statistics, Calculus II

WORK EXPERIENCE

Software Development Intern, Spencer Manufacturing, South Haven, MI   *June 2020—Current*
- Designed and developed a custom React Native project management app for Android, iOS, and web browsers
  - Capable of account management, timekeeping, issue tracking, group instant messaging, and more
  - Developed the backend with PHP and a MySQL database
  - Currently being internally distributed to replace company's existing timekeeping and group chat solutions

Quality Software Development Intern, Whirlpool Corporation, Benton Harbor, MI   *June 2018—August 2019*
- Worked full-time during the summers of 2018 and 2019, and part-time remotely during the Winter 2019 term
- Designed and developed a web application in Google Apps Script for a sub-team in India to help process large amounts of claims data on company products
- Led the development of multiple additional data analysis programs and web applications for internal use
  - These programs continue to see use today by hundreds of company engineers and quality analysts

ACTIVITIES & EXTRACURRICULARS

Michigan Engineering Zone Mentor, University of Michigan, Ann Arbor, MI   *Fall 2018—Fall 2019*
- Served as a mentor for the U-M student organization Michigan Engineering Zone, a group that mentors Detroit high school robotics teams
  - Helped teach high school students how to wire and program FIRST Robotics Competition robots

High School FRC Robotics Team Member, South Haven High School, South Haven, MI   *December 2013—May 2018*
- Served as leader of the Programming/Electronics sub-team and wrote autonomous programs for team robots
- Designed and developed team website to improve team visibility for potential sponsors
- Frequently performed community outreach activities, such as presentations for businesses/organizations
- Developed scouting software to help the team summarize large amounts of data about other robots through an online API
- Served as an "Alliance Captain" (leader and representative of 4 different schools/teams) at 2018 World Championship

SKILLS & ABILITIES

Fluent in the following languages/technologies:
- Java
- C++
- Python
- HTML/CSS
- PHP
- JavaScript
- React.js
- React Native/Expo
- SQL

OTHER SKILLS

Proficient with the following tools:
- Git and GitHub
- Windows, MacOS, and Linux environments
- Command-line environments for any OS
- Database Management Systems such as MySQL
- Google Apps Script
- Microsoft Word, Excel, and PowerPoint
- Game development engines such as Godot

MISCELLANEOUS

Tennis: Played Varsity level and was team captain in high school, currently playing both Intramural and Recreational
Game Design: Participated in multiple video game development competitions, earning 1st out of 26 at one such event