Joel Rummel

Phone: 269-944-9381 | Email: jrummel@umich.edu | Portfolio: joelrummel.net

Education

University of Michigan (Ann Arbor)   May 2022
BS Computer Science   Ann Arbor, MI

Work Experience

Amazon Web Services   June 2022 — Present
Full time: Software Development Engineer   Herndon, VA
- Working on the AWS Transit Gateway control plane team, responsible for a number of Transit Gateway services and distributed systems such as customer APIs, resource provisioning, metering, and CloudFormation integration
- Serving on the team's on-call rotation, being solely responsible for maintaining service health and working with support engineers on customer issues during off-hours
- Led the development of a complete set of "canary" tests, raising test coverage of APIs in live production environments from ~20% to 100%
- Working extensively with top-secret-cleared engineers to deploy and maintain services for government clients
- Participated in an operational campaign to improve service stability, unit test coverage, and general engineering practices, resulting in a 46% reduction in monthly customer-impacting events

Invoice Maker, LLC   May 2021 — January 2022
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 measures 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 a serverless AWS infrastructure 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 3,000 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
- Deployed to iOS, Android, and web browsers, with a backend built in PHP and MySQL

Projects

DaysSinceLastMassShooting.com   December 2022
Built a website to track the most recent US mass shootings, with a backend data scraping service built in AWS Lambda

Ludum Dare Game Jam   *"The Empty Cone"*   March 2020
Developed a video game in 72 hours for the Ludum Dare game jam, ranking in the top 8% of over 2,000 submissions

Skills

Languages/frameworks: C • C++ • Java • Python • Scala • Node.js • SQL (RDBMS) • NoSQL • Bash • Express.js • PHP
Frontend technologies: HTML • CSS • Javascript • React.js • React Native • Redux • Typescript
Tools: Git • GitHub • Atlassian toolkit • Linux • Docker • Jenkins • Cypress • Jest • Figma
Skills/workflows: Agile Methodologies • Continuous Integration/Deployment • Test-Driven Development • SDLC