Kaleb Koebel

kalebkoebelgd@gmail.com | linkedin.com/in/kaleb-koebel-25798416b | github.com/KalebSK

Education

Michigan State University East Lansing, MI

Bachelor of Science *Graduated May 2022*

- GPA: 3.82
- Earned a Bachelor of Science in Computer Science, specializing in a comprehensive curriculum that encompassed key areas such as Algorithms and Data Structures, Object-Oriented Software Design, Mobile Application Development, Web Application Architecture and Development, Database Systems, Computer Systems, Operating Systems, and Computer Networks. Developed proficiency in a wide range of programming languages and tools, including HTML, CSS, PHP, SQL, JavaScript, C++, C, Python, Java, Android Studio, Visual Studio, PHP Storm, and SQLite, through comprehensive coursework.
- Dean's List recipient for 8/8 semesters (3.5+ GPA each semester)

Experience

Software Engineer January 2022 – May 2022

Lockheed Martin Space & Michigan State University *East Lansing, MI*

- Developed and implemented efficient back-end code for gathering performance metrics for Lockheed Martin's SmartSAT Satellite system applications, utilizing a Jenkins Continuous-Integration pipeline for automated testing on dedicated hardware. Automating this process cut 30 to 60 mins of manual labor for users looking to track application performance.
- Utilized Python to parse application performance data into JSON format and wrote SQL queries to seamlessly integrate the data into the PostgreSQL database, ensuring accurate and accessible performance tracking.
- Successfully debugged a problematic Python Flask back-end by identifying and resolving issues, while also refactoring the code for improved functionality. Documented the debugging process to assist future engineers working on the code base.
- Managed the Linux-based production server for team deployment, ensuring proper configuration of Docker containers for system components and readiness for future updates and modifications.

Requirements Engineer September 2021 – December 2021

Ford Motor Company & Michigan State University *East Lansing, MI*

- Conducted thorough requirement gathering sessions with a team to elicit and document detailed specifications for the development of Active Park Assist, a software system for automated parking of motor vehicles. Utilized the gathered requirements to create a comprehensive 67-page Software Requirements Specification (SRS) document, encompassing system requirements, potential components, and their integrations through UML and user diagrams.
- Developed an interactive web-based prototype of the Active Park Assist system using HTML, CSS, and JavaScript, ensuring widespread accessibility through modern browsers. Implemented animations using GSAP, a JavaScript animation library, to enhance the prototype's visual representation and user experience.

Projects

Sorry! Multiplayer Game | *PHP, CSS, HTML, JavaScript, MySQL* March 2021 – May 2021

- Designed and developed Sorry! Multiplayer Game, a web-based version of the classic board game Sorry! Implemented multiplayer functionality using HTML, CSS, PHP, JavaScript, and MySQL to allow users to play with friends online.

SimpleFit a Fitness Application | *Deno, PostgreSQL, TypeScript, SolidJS* May 2022 – Present

- Developed SimpleFit, a progressive web application utilizing SolidJS, TypeScript, Deno, and PostgreSQL to empower users to track and analyze their fitness progress. Implemented a custom user authentication system, enabling users to securely sign up, save, track, and share their exercise and workout plans. Achieved fast and efficient reactivity in the front-end through SolidJS and TypeScript, while leveraging Deno's runtime to create a robust and scalable RESTful API that seamlessly connects the front-end with the PostgreSQL database.

Skills

Languages: Python, JavaScript, TypeScript, C++, C, SQL, Java, PHP, HTML, CSS
Tools: Nexus Repository, Jenkins, Docker, PostgreSQL, MySQL, GSAP, Flask, Linux, GIT, JSON, Visual Studio, PHP Storm, Visual Studio Code, vim