JOSHUA KRONEMEYER

480-287-6683 • Rochester, MN • joshuakronemeyer@gmail.com
linkedin.com/in/kronemeyerj/ • github.com/KronemeyerJoshua

EDUCATION

B.S. Software Engineering   08/2015 - 05/2021
Arizona State University

SKILLS

Programming Languages: C++, C#, Java, Javascript, Bash, Python
Front-End: HTML, CSS, Bulma, VueJS, ReactJS, Bootstrap
Cloud: Terraform, Azure DevOps, Azure, Azure Pipelines, Azure Functions, OpenAI
Libraries, Tools, Databases: .Net Core, SQL, Git, Windows, Ubuntu/Linux, CosmosDB

EXPERIENCE

Microsoft, Remote (US): Software Design Engineer   01/2024 - Present
- Designed solutions for an open-source Microsoft Accelerator project to rapidly adopt Azure OpenAI in the public sector that now powers the country of Albania.
- Researched and delivered a real time SharePoint integration, leveraging key azure components to be used with LLM (GPT) that enables customers to ask questions of their SharePoint data.
- Restructured the application to support chat streaming from OpenAI reducing load times by up to 40%.
- Partnered with the project lead to establishing an upgrade path from version 1.0 to 1.1 for over 200 existing deployments.
- Facilitated the onboarding of five contractors through curated documentation and continuous mentorship which expedited tangible contributions.

Slalom, Phoenix, AZ: Consultant (Software Engineer)   01/2022 - 01/2024
- Led discovery of modernization of the backend portion of a government state-wide disease tracking system. This discovery was vital in securing the contract against other consulting firms. Utilized .Net Core 8, React, Azure Pipelines, Azure DevOps and SQL Server.
- Consulted the migration of spring batch jobs to AWS Canada and SQL Server from DB2 for a major financial institution under a tight timeline from the Canadian government that resulted in on-time and under budget delivery for the customer.
- Collaborated with internal and external teams to drive efficiency of a hospital user portal by creating the insurance record integration and processing from a third-party FTP Server. Originally an estimated 48-hour process was reduced to 24-minutes. Utilized Dell Boomi, Apache POI, Azure Functions, Terraform, Angular, and Groovy Scripts.
- Implemented highly reusable testing tools, fixed 100+ tests, created an Azure Testing CI Pipeline with automated reporting. Automation testing reduced from 72 hours to 2 hours for full end-to-end and unit testing. Homeowners Association Bank test suite utilized protractor, selenium, and restassured.

Wells Fargo, Chandler, AZ: Software Engineer   03/2021 - 01/2022
- Developed reusable tools for automation unit testing that utilized Java, Selenium, and RestAssured. These tools would be utilized in both Angular and .Net Core API testing to provide test reports via a CI pipeline within Azure Devops.
- Contributed to the Identity Access Management tools used by the entire company by fixing bugs that had been present in legacy code for years.
- Created a prototype for modernization of their Identity Access Management tools utilizing VueJS and

.Net Core after it was requested by senior engineers and management.

EpicUp LLC, Scottsdale, AZ: Software Engineer   08/2019 - 03/2021
- Designed and created a log backup tool and parser which implemented Apache Parquet, Google Brotli, and Amazon S3 C++ libraries.
- Built automation solutions with Python and Bash for Ubuntu virtual private servers to use squid proxy, anyip, and custom cronjobs which reduced overall setup time by 90%.

Frozen Throne Game Server (Remote), Australia: Software Developer   05/2014 - 07/2014
- Contributed with server owners to fixing multiple boss encounters and highly scripted quest events in the C++ Trinity Core World of Warcraft Emulator.
- Made significant game updates on a live MySQL database with over 500 concurrent connections, fixing over 300 in-game quests, items, and spells improving the quality of life for the players.
- Resolved hundreds of customer support tickets with a 4.6/5 overall satisfaction rating.

RELEVANT PROJECTS

StrongApp   03/2023 - 04/2023
https://github.com/KronemeyerJoshua/strong-app
- Android Barbell Loading app with a simple touch user interface for calculating how much weight is on the bar, built with Ionic + Vue

ATP Classic Scoreboard   12/2022 - 02/2023
https://atpclassic.com/
- Collaborated with the owner of Advanced Training and Powerlifting Gym to create a live competition scoreboard pulled from a Google Docs Sheet utilizing VueJS, FastAPI, In-Mem Caching that was converted to a static site at the end of the event.

Ibiley Dashboard, ASU Capstone   08/2020 - 05/2021
- Mentored a team of Software Engineers through technological challenges and assisted in finding new solutions for a brand-new administration portal using .NET Core, Entity Framework, Identity, ReactJS, and SQL Server.

Sanctus Inn, Personal Project (Deprecated)   08/2020 - 06/2022
https://sanctusinn.com/
- Built a community platform for MMORPG that featured custom tools, forums, and profiles that utilize Discord API, Twitch API, Laravel, VueJS, JWT, and SQL Server.

Bazgrims Toolbar   10/2013 - 01/2014
https://www.pcgamer.com/best-elder-scrolls-online-addons/
- Designed and implemented a LUA Project to show relevant user statistics in Elder Scrolls Online on a toolbar that was rolled into Wykkyd's Framework and featured on prominent sites like PCGamer.