

Corbin Gruber

CONTACT INFORMATION

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PORTFOLIO

corbingrbr.github.io/graphics/graphics.html

EDUCATION

California Polytechnic State University, San Luis Obispo, CA
Bachelor of Science in **Computer Science** - December 2016

QUALIFICATIONS

- **Learning:** fp-ts
- **Fluent:** Java, ThreeJS, SQL, MongoDB, Jest
- **Proficient:** Javascript, Typescript, ReactJS, HTML, CSS

EXPERIENCE

Retailer Web Services, Scottsdale, AZ
Software Engineer

Winter 2019 - April 2024

- Developed and maintained both internal and external web services supporting thousands of retailers.
- Lead the design of a testing framework for the company's new platform.
- Aligned my team's endpoint work with an interface and implementation.
- Integrated Zip Payments option into the cart checkout process.

AFS Controls, Tempe, AZ
Software Engineer

Winter 2016 - Spring 2019

- Sole developer of a web application that models data center configurations and displays real-time trends.
- Designed a state machine to support editing and power projections of datacenter assets.
- Built back-end data structures and API.
- Designed user-friendly front end with ReactJS.
- Used by USFoods and Wells Fargo.

Cal Poly Chemistry Department, San Luis Obispo, CA
Software Engineer

Summer 2016

- Worked closely with a professor to materialize their vision of a tool for education.
- Produced interactive software for viewing cubic Bravais lattices to assist students in their spatial comprehension of the topic.
- Tool was featured in a publication to the Journal of Chemical Education.
(<https://pubs.acs.org/doi/10.1021/acs.jchemed.9b01207>)

Software Engineer

Summer 2015

- Developed an interactive educational environment for introductory chemistry concepts.
- Created visualizations for ionic bonding, the Bohr electron model, and parts of the periodic table.

Cal Poly Corporation, San Luis Obispo, CA
Software Engineer

Summer 2015

- Integrated a REST database storing geographical content with CesiumJS for data visualization with respect to Earth.

PROJECTS

Portfolio

- Recreated my portfolio site to look like a moleskin notebook. I'm proud of it, check it out!

Cucumber/Playwright Testing Toolkit

- Lead the design of a testing framework for a company's new web platform.
- Reduced implementation and maintenance costs by creating a reusable testing toolkit.

Validated Endpoint

- Aligned a team's endpoint work with an interface and implementation.

Match Three

- Wrote a match three game in Typescript and ThreeJS.
- Produced a test suite with Jest to verify correctness of game operations.

Flood Fill

- Developed a voxel-world puzzle game with three teammates in C++ using OpenGL.
- Responsible for collision detection, user interface, and level design.