

# JOSEPH HILBER

mobile software developer



Columbus, OH



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www.github.com/jah01

## PROFILE

I am a mobile software developer with a focus on iOS. My background includes web design and development as well. Currently, I am involved in maintaining and testing the interface and functionality of projects that prioritize safe and easy account creation, management, and access. I mainly work in the Swift language, and despite my schooling and current work, I also have an interest in design and accessibility. A few of my personal projects have dealt with making technology accessible to overlooked individuals, and some of the work I have done professionally involves ADA testing and compliance.

## EDUCATION

### OHIO STATE UNIVERSITY

Bachelor of Science and Engineering in Computer Science

August 2019 - May 2023

GPA: 3.6 / 4.0

## SKILLS

### EXPERIENCE WITH

SwiftUI, Xcode, Cucumber, Flutter, React, C, Java, HTML, CSS, JavaScript, Unity, Git, Figma, VS Code, Android Studio, Appium, Jira, Scrum

## WORK HISTORY

### SOFTWARE ENGINEER

JPMorgan Chase

August 2023 - Present

- Specialize in iOS development for the Chase app
- Maintain flows regarding the login screen seen by all clients: secure user login, password resetting, and flows specifically relating to deep linking in and out of the app
- Work with QA team to discuss and resolve any bugs or odd behavior relating to the UI
- Carry out accessibility testing for users with screen readers
- Create and update UI tests for the application in both XCTest and Cucumber
- Fix app crashes and other defects ad hoc

### SOFTWARE ENGINEER INTERN

JPMorgan Chase

June 2022 - May 2023

- Learned about iOS development including how to debug, how to code in Swift, and how to use Xcode
- Assisted with R&D of a recently-released feature to verify user identity with Apple Wallet
- Enhanced enrollment functionality for users wanting to link their third-party credit cards to a Chase account
- Expanded knowledge of Jira, Confluence, version control Apple documentation, teamwork, and how a large firm functions

### SOFTWARE ENGINEER INTERN

Buckeye Interactive

May 2021 - August 2021

- Assisted with web design and development of large sites
- Improved knowledge of React, Git, and command line

## PROJECTS

### HANDICODE

React Native / Spring 2023

- Capstone project in college oversaw by sponsors
- Specifically designed for individuals with limited dexterity
- From the ground up, implemented an IDE fit for mobile devices that utilizes the touchscreen and allows for limited typing
- Goal of this application is to close the unemployment gap for the limited-dexterity community and make it easier for them to be involved in active roles within the coding community

### HAVEN

Kotlin / Autumn 2021

- In a team of three, successfully developed an app to help people in need find resources such as food pantries, homeless shelters, phone hotlines, and more
- Coded in Kotlin, resulting in a smaller, faster app that can run on older and more modest devices
- Implemented using Google Maps API
- Completed in 25 hours during Ohio State's HackOHIO/O hackathon