

Joe Broder

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Education

University of California Berkeley, CA

B.S. Computer Science, College of
Engineering (EECS), Class of 2022

Whitworth University Spokane, WA

C++/Object Oriented Programming,
(Non-Matriculated) 2017

North Idaho STEM Charter Rathdrum, ID

STEM High School Diploma, Class
of 2018, Student Body President

Skills

Languages

- C++
- Python
- JavaScript
- HTML/CSS
- Swift

Technologies/Tools

- Mobile
- Desktop
- Web
- Robot programming
- Bootstrap
- XCode
- iOS
- Firebase
- Qt
- Angular
- JQuery
- Selenium
- Flask
- REST
- AWS Lambda
- Alexa Skill
- Git
- Photoshop
- Sketch
- Linux/Bash

Experience

Blue Marble, Hayden ID | Software Engineer 1/18-current

*Natural Language Processing Web-based application development
platform that allows non-programmers to build Amazon Alexa skills*

- Researched Alexa and AWS toolkits, responsible for design and coding of the proof-of-concept, and handover to development team
- Coded JavaScript front-end using Angular, Bootstrap, and JQuery and generates JSON output based on user's web-form data input
- Created Python FLASK service inputting JSON and generating associated python code and creating AWS Lambda function
- Used Selenium with headless Chrome Driver skill registration

Graduation Order, Hayden ID | Consultant 10/17-4/18

Graduation ceremony application manages students called up on stage

- Built a C++ application front end that interfaced to a mySQL backend

MakeSchool Academy, San Francisco CA | Participant 6/16-8/16

Full-time intensive IOS development bootcamp (YCombinator funded)

- Built 7 Swift and FireBase iOS apps including clone of Instagram
- Participated in "Demo Days" and final presentations to investors

ExtraTech Systems, Post Falls ID | Intern 6/14-12/14

Manufacturer of high-end motor controllers for use in robotics

- Built a responsive web interface to monitor multi axis motor controllers using Angular, Node, and Bootstrap

Personal Projects & Research

Scrabble Game Utility

Checks your Scrabble pieces to make sure none are missing before play

- Uses machine vision to recognize jumbled letters in a photo
- SWIFT mobile UI interfacing to OpenCV via FLASK on AWS
- <https://github.com/joe-broder15/Scrabbler>

Mango Reader

PC-based Kindle-like reader for Japanese Genre "Manga" comics

- Built in C++ with Qt, features include a thumbnail gallery, saving books, and image zoom with kinetic scrolling
- <https://github.com/joe-broder15/mango>

ShoutOut

iPhone application to find events happening "Right Now"

- Used Apple Maps and Firebase
- <https://github.com/joe-broder15/OutSource>