



Personal Website

Phone: (360) 904-6857

Email: joel61499@gmail.com

Github: <https://github.com/joelkoehler>

LinkedIn: <https://www.linkedin.com/in/joel-koehler/>

Personal website: <https://joelkoehler.github.io/>

Joel Koehler

EDUCATION

Computer Science B.S. | Boise State University (3.75 GPA)

FALL 2017 — SPRING 2021

- Graduated Magna Cum Laude

Running Start | Clark College (3.77 GPA)

FALL 2015 — SPRING 2017

- Dual Enrollment Program

EXPERIENCE

Embedded Software Engineer | Hewlett-Packard

JULY 2021 — PRESENT

I am supporting HP Print Engine development by implementing enhancements, updates, and changes for portions and subsystems of firmware at both application and driver levels. I have the privilege to work alongside a team that spans multiple continents and cultures at a fortune 50 company. I am gaining experience with a large complex codebase that contains both vital legacy code and bleeding edge advancements in embedded firmware. Notable projects have included mentoring and supporting a summer intern, spearheading the design and implementation of a context-free grammar for a proprietary programming language, working with QT Creator to maintain the XML/C++ UI subsystem, migrating legacy code from C to C++, and spinning up Google test suites for driver components.

Firmware Engineer Intern | Hewlett-Packard

MAY 2020 — MAY 2021

Used Google Test & Google Mock to write unit tests for HP's print engine (C/C++). Gave tutorials on unit testing to my team, presented to upper management and select firmware teams up to 75 people. The gtest tutorial I created will be a guideline for testing other components for HP's firmware section. Worked closely with XML/C++ UI codebase by developing localization tests for multi-language support and rolling out bug fixes for UI bugs.

(cont. below)

Computer Science Tutor & TA (MySQL & Java) | Boise State University

JAN 2020 — MAY 2020

Taught and mentored students (1-on-1 and in groups up to 10) in MySQL & Java Database integration. Managed my online and in-person office hours, graded assignments and created automated grading scripts. Responsible for guiding students' progress towards their academic and professional development.

Applied Motion Systems | Technician Intern

MAY 2018 — AUG 2018

Assembled and performed system testing on various industrial machines. The hands-on experience led to a deeper understanding of hardware and electrical engineering practices. This testing contributed to the completion of three multi-million-dollar paper processing machines, and several retrofits for companies like Benchmade.

SKILLS

- Web
 - HTML & CSS (Bootstrap, w3.css)
 - PHP, Python (Django), Node.js (with Express.js)
- Mobile
 - iOS (Swift, Xcode)
 - Flutter (Dart)
 - Strong Java background
- Databases
 - MySQL (Worked for BSU as a tutor)
 - Database design
- UI tools
 - Adobe XD
 - Windows Forms
 - Swing, Netbeans
 - QT Creator
- Software Design Patterns
 - Wealth of experience designing and implementing Object-Oriented systems
 - UML diagram design
- Language design
 - Industry experience developing both context-free grammars and interpreters for proprietary languages
- Embedded/Firmware
 - C, C++
 - UI development (XML and C++)
 - Multi debugger tool
 - Experience developing for large codebases in HP's print division for both Linux and in-house operating systems
- Dotnet
 - C#, VB.NET
 - Visual Studio IDE
- Audio
 - JUCE C++ framework for creating VST plugins
 - Deep knowledge of audio synthesis and theory
 - Some experience with MIDI
- QA/Testing
 - Significant unit test experience (Google Test suite, gtest, gmock, JUnit)
- Source Control & tools
 - Git, Github, Gerrit
 - Some experience with Jenkins, Circle CI, AutoCI, and Docker
- Scrum tools
 - Jira, Trello, Github/Zenhub