

JEMMA POFFINBARGER

EMBEDDED SYSTEMS ENGINEER

✉ contact@jemsoftware.dev
🌐 jemsoftware.dev
☎ (815)-997-2662
📍 Platteville, WI
in jemma-poffinbarger
🐱 CaramelKat

Skills

PROGRAMMING LANGUAGES

NodeJS
Javascript
TypeScript
Swift
SwiftUI
C
C++
Java
HTML
CSS

SOFTWARE

Docker
Git
MongoDB
Fiddler Classic
Wireshark
AWS
Linux
Intrepid Vehicle Spy
MQTT

TESTING

Hardware Testing
Regression Testing
Utilizing System
Requirements
Software Testing
Embedded Software

Education

University of Wisconsin: Platteville
B.S. Computer Science 2023

Aug. 2019 to May 2023

Employment

RFA Engineering
Embedded Systems Engineer I

Dubuque, IA
July 2023 to Current

- Display System Test Tech Lead
- Working on-site at John Deere Dubuque Works.
- Software & Hardware Testing for Construction Displays.
- Planning and overseeing testing in an Agile environment.
- Creation and automation of test plans for specific vehicle systems.

University of Wisconsin: Platteville
ITS Hardware Staff

Platteville, WI
Mar. 2022 to May 2023

- Management and deployment of computer assets
- Assisting customers with technology concerns
- Aids in the decommissioning of outdated hardware in an environmentally responsible manner

Crystal Lake Scout Reservation
Business Manager

Rhineland, WI
Jan. 2022 to Mar. 2022

- Managing camp budget
- Overseeing dining services and trading post sales
- Managing event registrations
- Processing payments

Director of Ecology and Conservation

Rhineland, WI
May 2021 to Aug. 2021

- Running outdoor activities
- Planning and executing outdoor education
- Assisting with staff training
- Directing area staff and instruction.

Projects

Pretendo Network

2019 to Current

- Open-source replacement game servers for the Wii U and 3DS with over 190,000 users.
- Contributed to the development of on device patches to connect to the network without permanently modifying the system.
- Reverse engineered and re-implemented back-end API's for system applications.

Juxtaposition

2019 to Current

- Open-source social media platform for web and resource-limited legacy game console browsers
- Designed and implemented a segmented back-end structure using MongoDB and NodeJS Express to ensure fast, reliable access for over 1,000 concurrent users across the globe.
- Created a modular, friendly user interface across multiple platforms to ensure flexibility and maintainability.
- Reverse-engineered existing and discontinued network services using Wireshark and Fiddler to implement API services.

CyberLabs – Senior Design Project

2022 to 2023

- Cybersecurity training tool that automatically grades students in a controlled environment
- Directed a team on the development of a database platform with a matching REST API.
- Directed the design of a modular database structure.
- Collaborated with a separate team on the inter-server communication of key resources.