Joel R. Schuman

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Summary

- ❖ *Full Stack engineer who mentors well and communicates clearly.*
- ❖ *10+ years of shipping reliable software spanning large, legacy, and greenfield codebases.*
- ❖ *Hardened and extended live production systems with high user counts, from a trading platform to a legacy game engine.*

Key skills and technologies

Languages: *TypeScript, Python, C++, C#, HTML, CSS, SQL, PHP, Perl*

Tools: *Node, React, Vue, AWS, GraphQL, Postgres, Unity*

Soft skills: *Lateral Thinking, Mentorship, Clear Communication, Remote Collaboration*

Employment history

Game Rules Engineer *Daybreak Games, Spring 2023 - Fall 2026*

- Maintained and extended the C++/Perl rules engine behind **Magic: The Gathering Online**.
- Supported thousands of daily players while shipping fixes and features safely in a live production environment.
- Implemented new card mechanics for 19 card set releases, translating complex rules text into engine logic while **improving the architecture of a legacy system**.

Senior Full Stack Engineer *Poloniex, 2021 - 2022*

- Owned end-to-end development of a **crypto exchange trading application**, shipping features across the frontend, backend, and data layer.
- **Championed and integrated** a CMS system in order to serve marketing needs.
- Mitigated risk from legacy components via refactoring, testing, and code review.
- Worked across timezones and language barriers to deliver key initiatives in an Agile manner.

Senior Application Developer / Application Developer *Crema, 2017 - 2020*

- Partnered with a diverse range of agency clients to understand and deliver their development needs.
- Developed dynamic products using React, TypeScript, Node, Firebase, and AWS.
- **Mentored apprentice devs** with pair programming, whiteboard sessions, and in-person code reviews.

Senior Tutor *Johnson County Community College, 2016 - 2017*

- Tutored for C#, C++, Python, Java, SQL, and Data Structures / Discrete Mathematics courses.

Test Automation Engineer *Balance Innovations, 2015 - 2016*

- Developed and maintained automated QA test suites for a flagship enterprise application.

Education

University of Missouri, Kansas City - B.S. in Computer Science, Software Engineering track; 3.8 GPA. *2017 Graduate*

North Park University: Chicago, IL - B.A. in Spanish, Minor in French; 3.7 GPA. *2010 Graduate*

Other employment highlights

Solo Game Developer *2018 - 2024*

- Developed games using **Unity** and various web technologies, iterating on feedback from playtesters.
- Made in-depth game design documents and plans, a task backlog, and defined milestones.

Group Tutor *UMKC Supplemental Instruction Dept., Kansas City MO; 2014 - 2015*

- Organized and led group tutoring sessions for Python and C++ courses.

Orchestra Director/Pianist *Market Theater, Seattle WA; American Theater Co., Chicago IL; 2011 - 2013*

- Directed the music team for two theater productions.

Miscellaneous accomplishments

- ❖ Mentored a group of development students through Minneapolis Prime Academy.
- ❖ Designed and developed an interactive, generative music/web experience with Vancouver New Music.
- ❖ Led a Web Audio workshop at a tech conference (Eyeo 2019, Minneapolis).
- ❖ Taught English in Argentina at a bilingual school.
- ❖ Experience working as a professional musician (accompanying, rehearsals, performances).