JOE GAEBEL

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SOFTWARE DEVELOPER

A passionate Software Developer with experience innovating logical mechanisms, developing software solutions, and making maps in unknown territory.

LANGUAGES & SKILLS

- NodeJS, AngularJS, jQuery
- Sencha ExtJs
- HTML, XML, CSS, JavaScript
- C++ (Microsoft Visual Studio)
- Java (Eclipse)
- Pascal (Borland Delphi)

- Object Oriented Programming
- Design Patterns
- UML and ER Modeling
- SQL and Mongo Databases
- Linux/Mac/Windows environments
- Agile and Scrum Methodologies
- Git version control

PERSONAL PROJECTS

HYDRO   TORRENT-STREAMING WEB APPLICATION 2014
- Developed a web-app to stream high definition movies from torrent network
- Able to dynamically stream directly to web browser without third party software
- Ability to seek and watch on demand by prioritizing torrent pieces
- Beautiful, easy-to-use UI built with NodeJs and AngularJs

DOMINATION   REMOTE ACCESS TOOL 2012
- Proof of concept security exploit application for Windows 2000/XP/Vista
- Undetected client-server remote access tool allowing remote control of a computer
- Use of multi-threading, socket programming, and webserver connectivity to provide instantaneous and interactive payloads
- Various payloads including real-time screen captures, Blue-screen crash, process manipulation, requiring complex algorithms

WORK EXPERIENCE

SIGHTLINE INNOVATION   SOFTWARE DEVELOPER
London, ON   September 2014 – Present

- Developed full stack software solutions for clients leading in the traffic and automotive industries
- Worked in Scrum teams, formed backlogs, and utilized requirements documentation
- Developed complex UI algorithms involving dynamic window layouts and snapping
- Created Node.Js backend, Sencha ExtJs/JavaScript front end which interfaced with Mongo and Postgres datastores to provide real-time visualizations of complex data

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EDUCATION

ENGINEERING SCIENCE BA, SOFTWARE ENGINEERING   **JUNE 2016**
Third Year
Western University, London Ontario, Canada

ACADEMIC PROJECTS

NFC CAPTURE THE FLAG   **OPERATING SYSTEMS**
- Multi-connection match-making game server to provide a framework for MMO games
- Built within Linux environment using C++, capable of hosting large volume of games concurrently
- Utilized multi-threading, socket programming, and semaphores to provide a remotely accessible, robust game environment

GYM DATABASE   **DATABASES**
- Developed a Gym membership and equipment management system using NodeJs and MySQL
- Used SQL table creation and referencing to design database schema
- Coupled with NodeJs RESTful web-app to update and maintain database

STOCK MARKET   **REQUIREMENTS AND ANALYSIS**
- Implemented Observer design pattern to provide a client side stock tracking application
- Multiple different views to interpret a single stream of information
- Programmed using C# with multiple interconnected GUIs

POKÉDEX   **SOFTWARE CONSTRUCTION**
- Developed Blackberry mobile app to intuitively display Pokémon information, loaded from CSV files
- Used Qt library to visualize the information, Polymorphism and data structures to store it, within MVC paradigm
- Used virtual machine technology for testing within a virtualized blackberry OS
- Maintained version control with Git

DOUBLY LINKED LIST   **COMPUTER SCIENCE FUNDAMENTALS II**
- Developed advanced algorithm structures experience by building a templated linked list from the ground up
- Further instilled concepts of memory management and advanced C++ features