

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
- XP, Pair Programming

PERSONAL PROJECTS

DYLANDJOEGOTO SAN FRANCISCO.COM

SILICON VALLEY JOURNEY 2015

- Developed website to document journey to Silicon Valley meeting Startups and Top Tech
- Built using Node.js, Angular.js and Bootstrap

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
- 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

WORK EXPERIENCE

SIGHTLINE INNOVATION

London, ON

SOFTWARE DEVELOPER – DATABASE API TEAM LEAD

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
- Abstracted complex systems into easy to use API's for use by UI team
- 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