Joe Barker
Mobile Developer

Contact

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Portfolio
https://joegec.github.io/portfolio/

Github
github.com/JoeGeC/

Linked-In
linkedin.com/in/joe-barker-

Experienced **Native Android** (Kotlin, Java) and **Flutter** developer with experience in **Xamarin** development and **test automation** (Javascript), with two previously self-published apps on the Google Play Store.

Passionate about **Clean Code, Clean Architecture, SOLID principles,** and **TDD**, with a strong focus on building scalable, maintainable applications. Proven track record of delivering high-quality mobile solutions at Other Media, Mkodo, and KnockKnock, collaborating with teams to optimise performance, improve test coverage, and refine development workflows.

Work Experience

Oct. 2024 - Current

Senior Flutter Developer - *KnockKnock (Contract)*
- Leading the development of new features, ensuring seamless integration with the existing app.
- Wrote and maintained unit tests to improve code reliability and maintainability.
- Provided training and mentorship on Clean Architecture, Flutter best practices, and mobile development principles to enhance the team's technical skills.

Nov. 2023 - Oct. 2024

Career Break
- A year off to expand my experience and knowledge while travelling. I spent a lot of time working on side projects and training for myself.

Apr. 2022 - Nov. 2023

Android Developer - *Other Media*
- Worked on a challenging white-label native app, making features and UX/UI flexible and maintainable for future clients.
- Working with and refactoring legacy code in Java and Kotlin.
- Bringing the development team up to speed on Test-Driven Development.

Sep. 2021 - Apr. 2022

Android Developer - *Mkodo*
- Developing native Android applications using MVVM, Jetpack Compose, Retrofit and Room.
- Developing cross-platform applications in Xamarin, using MVP and clean architecture/domain driven design.
- Utilising test-driven development to write clean code.
- Working in an agile environment.

Aug. 2019 - Aug. 2020

Intern Mobile Developer - *Mkodo*
- Developed Xamarin and native Android apps within teams.
- Learned the benefits of writing clean code and architecture using test-driven development and design patterns.
- Gained knowledge from software engineers such as Robert C. Martin and Kent Beck.
- Gained experience of test automation and QA and the perspective it brings as a developer.
- Worked in an agile environment within several teams.
- Presented work to clients and attended industry events.
- Hosted talks to the 30-person development team about technologies I'd been working with.

Aug. 2016 - Jan. 2017

Apprentice Mobile Developer - *Thumbmunkeys*
- Trained in Xamarin and C#, Git proficiency and working in a team to meet deadlines and deliver the product to the client.

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Skills

Kotlin
Java
Dart
C#
C++
Javascript
Python
XAML
XML
JSON
SQL

Android Development
JUnit
Jetpack Compose
Retrofit
Room
Flow
LiveData
Hilt/Dagger

Flutter Development
BloC
Dio
L10n
GoRouter

SQLite

Xamarin

Test-Driven Development
Clean Architecture
SOLID Principles
Gherkin/Cucumber
MVVM & MVP

Tutoring

Jan. 2021 - Current	**Programming Tutor** - *Self-Employed* Tutoring students and young professionals on programming to the industry standard, TDD, and giving help and guidance on school and university projects.
Sept. 2018 - May 2019	**Pass Leader** - *Teesside University* Leading peer assisted study sessions each week to help first year students study the programming modules I had done previously.

Portfolio

MovieDB Written Using Jetpack Compose
• Written using jetpack compose for UI, ViewModels and StateFlow.
• Uses common Android libraries such as Retrofit, Room, Hilt.
• Clean architecture modularised by feature.
• Full suite of unit tests using JUnit and Mockito.
• Github (Readme!) - https://github.com/JoeGeC/MovieApp-Android

Pokedex App Written in Flutter
• A Flutter app pulling from a REST API using Dio, SQLite, Bloc, L10n.
• Comprehensive unit testing, integration testing and clean architecture.
• Smooth animations and caching.
• Clean architecture modularised by layer.
• Github (Readme!) - https://github.com/JoeGeC/PokemonDbFlutter

Quotes - A Native Android App Written in Kotlin and Using Firebase
• Classic Android app about tracking the silly quotes that friends say.
• Using test-driven development and clean architecture to develop a codebase that is expandable and robust.
• Using Firebase for the backend and authentication.
• Previously released and maintained for 3 years on the Google Play Store.

Education

Sept. 2017 - June 2021	**Bsc: Computer Games Programming** *Teesside University* • **First-class honours degree**

Interests

Logic Puzzles/Games
I have always loved the logic surrounding puzzles and games such as Chess and Rubik's Cubes and have never been one to shy away from a problem, especially a technological one.

Languages
Learning to speak Spanish gave me a renewed passion and drive to learn languages, it keeps my mind active and opens up a lot of connections when travelling. I'm now learning Japanese, a big challenge, but very rewarding.

Travel
Travelling to different cultures on a tight budget has allowed me to make friends from every continent, made me much more open-minded and introduced me to a passion of cooking and food.