

Joe Barker

Mobile Developer

Contact

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Over 4 years of hands-on experience in native Android, Flutter and Xamarin development and 2 of my own apps previously released on the Google Play Store. I have a Passion for Clean Code and Clean Architecture, including SOLID principles and Test-Driven Development. Demonstrated proficiency with Android Development in Kotlin and Java at Other Media and Mkodo, Flutter Development at KnockKnock, and Xamarin development in C# and test automation in Javascript at my time at Mkodo.

Work Experience

Oct. 2024 - Current	Flutter Developer - KnockKnock <ul style="list-style-type: none">Introducing new features and unit testing to the existing app.Offering training on clean architecture and Flutter/Mobile best practices.
Nov. 2023 - Oct. 2024	Career Break <ul style="list-style-type: none">I spent most of the year travelling, but spent (and still do) a lot of time working on side projects and training for myself also.
Apr. 2022 - Nov. 2023	Android Developer - Other Media <ul style="list-style-type: none">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 <ul style="list-style-type: none">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.
Jan. 2021 - Aug. 2021	Programming Tutor - Self-Employed <ul style="list-style-type: none">Tutoring students and young professionals on programming to the industry standard and giving help and guidance on school and university projects.
Aug. 2019 - Aug. 2020	Intern Mobile Developer - Mkodo <ul style="list-style-type: none">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 <ul style="list-style-type: none">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

Unit
Jetpack Compose
Retrofit
Room
Flow
Hilt/Dagger

Flutter Development

BLoC
Dio
L10n

SQLite

Xamarin

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

Volunteering

Sept. 2018 - May 2019 **Pass Leader** - *Teesside University*
Leading PASS (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.
- 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**

2014 - 2016 **A Levels**
All Saints RC School

- Computing, English Language, Product Design

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.