

# 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	<b>Flutter Developer - KnockKnock</b> <ul style="list-style-type: none"><li>Introducing new features and unit testing to the existing app.</li><li>Giving training on clean architecture and Flutter/Mobile best practices.</li></ul>
Nov. 2023 - Oct. 2024	<b>Career Break</b> <ul style="list-style-type: none"><li>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.</li></ul>
Apr. 2022 - Nov. 2023	<b>Android Developer - Other Media</b> <ul style="list-style-type: none"><li>Worked on a challenging white-label native app, making features and UX/UI flexible and maintainable for future clients.</li><li>Working with and refactoring legacy code in Java and Kotlin.</li><li>Bringing the development team up to speed on Test-Driven Development.</li></ul>
Sep. 2021 - Apr. 2022	<b>Android Developer - Mkodo</b> <ul style="list-style-type: none"><li>Developing native Android applications using MVVM, Jetpack Compose, Retrofit and Room.</li><li>Developing cross-platform applications in Xamarin, using MVP and clean architecture/domain driven design.</li><li>Utilising test-driven development to write clean code.</li><li>Working in an agile environment.</li></ul>
Jan. 2021 - Aug. 2021	<b>Programming Tutor - Self-Employed</b> <ul style="list-style-type: none"><li>Tutoring students and young professionals on programming to the industry standard and giving help and guidance on school and university projects.</li></ul>
Aug. 2019 - Aug. 2020	<b>Intern Mobile Developer - Mkodo</b> <ul style="list-style-type: none"><li>Developed Xamarin and native Android apps within teams.</li><li>Learned the benefits of writing clean code and architecture using test-driven development and design patterns.</li><li>Gained knowledge from software engineers such as Robert C. Martin and Kent Beck.</li><li>Gained experience of test automation and QA and the perspective it brings as a developer.</li><li>Worked in an agile environment within several teams.</li><li>Presented work to clients and attended industry events.</li><li>Hosted talks to the 30-person development team about technologies I'd been working with.</li></ul>
Aug. 2016 - Jan. 2017	<b>Apprentice Mobile Developer - Thumbmunkeys</b> <ul style="list-style-type: none"><li>Trained in Xamarin and C#, Git proficiency and working in a team to meet deadlines and deliver the product to the client.</li></ul>

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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, 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**

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.