

Joe Barker

Mobile Developer

Contact

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

Github
github.com/JoeGeC/

Linked-In
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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 | Senior Flutter Developer - KnockKnock (Contract) <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <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. |
| 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

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.