

Joe Mocerì

Freelance Full-Stack Developer

Skills & Technologies

Web & Apps

C#, SQL, TypeScript, JavaScript, HTML, CSS, SCSS, Python, Processing, PowerShell, Bash, AWK, PHP, .NET, ASP.NET MVC and Web API, MEF, WordPress, REST, SOAP, POP3, IMAP, FTP, NuGet, IIS, SSH, SFTP, CLI, Daemons and Windows Services, AngularJS, Angular, CLI, Git, Webpack, Karma, Node.js, NPM, Gulp, Grunt, Bower, jQuery, Web Push, SQL Server, MySQL, PostgreSQL, SQL Anywhere, SQLite, ODBC, SES, SNS, SQS, EC2, EB, RDS, Lambda, App Services, WebJobs, Key Vault, VMs, Agile, Git, build pipelines and tool chains, continuous integration, OAuth, JWT, Unit Tests, Integration Tests with Selenium, WebRTC

Games & Design

Unity3D, TexturePacker, Adobe Photoshop, Adobe Premiere Pro, Audacity, OBS Studio, Unity Cloud Build, Android, iOS

Experience

Joe Mocerì

Freelance Full-Stack Developer

May 2020 - Current, Los Angeles, CA

As a freelance full-stack developer I design, plan and execute personal and client projects, including video games made for iOS and Android, contracts, and open source solutions. Please visit my website for more information and the latest in what I'm up to.

Modernizing Medicine

Senior Software Engineer

October 2019 - May 2020, Boca Raton, FL

Working for Modernizing Medicine I was responsible for maintaining and scaling their platform gGastro which is a Gastroenterology EHR platform that includes a web application and many supporting applications. These are written in C# .NET and JavaScript with multiple API integrations with outside vendors supporting the latest in medical guidelines, including a .NET Core Angular web application solution I wrote with a small team for Telehealth using C#, SQL and TypeScript that enabled doctors, nurses, and patients to have telecommunications with one another during a crisis (COVID-19). I also participated in peer code review and mentorship.

Red Spot Interactive

Senior Software Developer

December 2014 - October 2019, Jupiter, FL

Working for Red Spot Interactive I was responsible for migrating their technology platform to the latest in .NET. I helped them build an ASP.NET MVC5 website using C# and AngularJS with a SQL Server database. This website was used for reporting and management, and I built a series of applications to support the data. This allowed me to work with a variety of APIs (REST, SOAP, etc) in addition to building my own (Web API).

Mr Pipeline

Web Developer

November 2014 - December 2014, Lake Worth, FL

I was at Mr. Pipeline for a very short time. They were in the very early beginning startup phase, and while I was there I was responsible for overseeing all aspects behind the internet marketing organization, including but not limited to: web development, web design, search engine marketing, SEO, PPC, management, and social media marketing.

E2i Creative Studio

Programming Intern

January 2014 - June 2014, Orlando, FL

E2i Creative Studio was a great internship opportunity. The head of the studio was also the game design professor so the work tended to carry over well. We used Subversion for version control and built multiple prototypes using Unity3D in C#, including one for a defense contract called Robotics Locomotion Simulation where you used a built-in language interpreter to parse user-inputted commands to control and maneuver a robot through an emergency situation. It included a built-in documentation, command line, and the ability to create new files to control the robot. In addition to this I participated in a VR competition at the Orlando Science Center using a Oculus Rift early prototype. I worked with multiple people on the Robotics Locomotion Simulation and other prototypes the studio was building, building relationships and participating in mentorship. The work covered the simulation industry.

Center for Distributed Learning, UCF

Techranger

May 2012 - Aug 2012, Orlando, FL

I joined the Center for Distributed Learning for an internship opportunity over the summer. During this time I worked with a large team on the UCF online courses. I also received training in many topics covering web design and development, including tools and practices. I worked through a ticket queue, receiving development requests, and participating in peer code review.

Education

University of Central Florida

B.A. Digital Media - Game Design

Graduation Date: August 2014, Orlando, FL

I love UCF, Go Knights! My degree is Digital Media - Game Design because originally I was pursuing Computer Engineering and I took a course in C the previous semester, and I really wanted to continue coding. On top of that I love games, and the program listed courses that covered both topics. While at UCF I learned so much about storytelling, design, and gained skills in 2D and 3D art and animation. This gave me a great opportunity to write code for and design many games and prototypes (school, events, etc), eventually leading me to publish two games on the Apple App Store afterwards. It was so much fun combining my old passion for games with my new found desire to write code. The relationships I built led me into multiple internships and other opportunities including game jams and more that I'm very thankful for. I thought the program overall was excellent.

Contact

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Links

Please visit my LinkedIn for more details on my career and my website for more information.

Website	https://joemoceri.io
GitHub	https://github.com/jmocer34
Stack Overflow	https://stackoverflow.com/users/8293151/jmocer34
Medium	https://medium.com/@jmocer34
NPM	https://www.npmjs.com/~jmocer34
NuGet	https://www.nuget.org/profiles/jmocer34
Open Processing	https://www.openprocessing.org/user/38862
Behance	https://www.behance.net/joemoceri
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