

Joe Mocerì

Freelance Full-Stack Developer

IT Professional, Database Design, Code Architecture, App Integrations, Team Building, Agile Methodology and more

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Skills

Technologies

.NET, .NET Core, ASP.NET MVC, ASP.NET Web API, Agile, Angular, AngularJS, AWS, Bootstrap, C#, CSS, DevOps, Documentation, FTP, Git, HTML, IIS, IMAP, Integration Tests, JSON, JWT, JavaScript, jQuery, MVC, Material Design, MySQL, Node.js, NPM, NuGet, OAuth, ODBC, PHP, POP3, PostgreSQL, PowerShell, Processing, Python, REST APIs, React, SCSS, SOAP, SQL Anywhere, SQL Server, SQL, SQLite, Selenium, SSH, TypeScript, Unit Tests, Visual Studio, WebRTC, Wordpress, XML

Games

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

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Experience

Nelnet

<https://nelnet.com>

Full-Stack Developer

Contract

June 2021 - Current, Los Angeles, CA

Excited to start this journey with Nelnet working with some wonderful people on loan servicing solutions. Skills include C# .NET full-stack development with node js.

Skills Used

.NET, C#, JavaScript, Node.js

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Joe Mocerì

<https://joemoceri.io>

Freelance Full-Stack Developer

Self-employed

May 2020 - Current, Los Angeles, CA

I design, plan and execute projects, including video games, contracts, and open source solutions. Please visit my website for more information.

Skills Used

.NET, .NET Core, ASP.NET MVC, ASP.NET Web API, Agile, Angular, AngularJS, AWS, Bootstrap, C#, CSS, DevOps, Documentation, FTP, Git, HTML, IIS, IMAP, Integration Tests, JSON, JWT, JavaScript, jQuery, MVC, Material Design, MySQL, Node.js, NPM, NuGet, OAuth, ODBC, PHP, POP3, PostgreSQL, PowerShell, Processing, Python, REST APIs, React, SCSS, SOAP, SQL Anywhere, SQL Server, SQL, SQLite, Selenium, SSH, TypeScript, Unit Tests, Visual Studio, WebRTC, Wordpress, XML

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

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Modernizing Medicine

<https://modmed.com>

Senior Software Engineer

Full-time

October 2019 - May 2020, Boca Raton, FL

I worked with some awesome people at Modernizing Medicine. We were 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 we wrote 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.

Skills Used

.NET, .NET Core, ASP.NET MVC, ASP.NET Web API, Agile, Angular, C#, CSS, DevOps, Documentation, FTP, Git, HTML, IIS, JSON, JWT, JavaScript, jQuery, MVC, Material Design, Node.js, NuGet, OAuth, REST APIs,

SCSS, SQL Server, SQL, TypeScript, Unit Tests, Visual Studio, WebRTC, XML

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Red Spot Interactive

<https://redspotinteractive.com>

Senior Software Developer

Full-time

December 2014 - October 2019, Jupiter, FL

Working for Red Spot Interactive I was part of a great team responsible for migrating their technology platform to the latest in .NET. We 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 we wrote 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).

I participated in code reviews and mentorship with my peers. We also moved the technology stack to Amazon Web Services (VMs, SES, SNS, SQS, etc) with some processes in Microsoft Azure (Key Vault, WebJobs). We wrote many integrations with a series of db providers (SQL Server, MySQL, PostgreSQL, SQL Anywhere) for the company's clients, in addition to setting up build pipelines for the platform using Azure DevOps with automated testing and release management. I also provided IT Support, DevOps and QA following an Agile Methodology using Visual Studio Team Services, unit and integration tests, and various 'push' systems used to manage and update the company's applications. I also participated in the design of multiple products and features related to their platform including database schema design and code architecture.

- * Working on ASP.NET / MVC5 websites using C# and AngularJS
- * Building C# .NET applications to satisfy business logic
- * Working with APIs using C# .NET and XML / JSON formats
- * Working with a small team on enterprise applications
- * Maintenance of existing legacy systems
- * Working with database systems including MS Sql Server, MySQL, PostgreSQL, Sybase
- * Participating in code review and mentorship
- * Database schema design and code architecture

Skills Used

.NET, .NET Core, ASP.NET MVC, ASP.NET Web API, Agile, AngularJS, AWS, Bootstrap, C#, CSS, DevOps, Documentation, FTP, Git, HTML, IIS, IMAP, Integration Tests, JSON, JWT, JavaScript, jQuery, MVC, MySQL, Node.js, NPM, NuGet, OAuth, ODBC, PHP, POP3, PostgreSQL, PowerShell, Python, REST APIs, SOAP, SQL Anywhere, SQL Server, SQL, Selenium, SSH, Unit Tests, Visual Studio, Wordpress, XML

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Mr Pipeline

<https://mrpipeline.com>

Web Developer

Part-time

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.

Skills Used

CSS, HTML, PHP, Wordpress

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E2i Creative Studio

<http://e2i.ist.ucf.edu>

Programming Intern

Internship

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 carried 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 an 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.

* Worked with a teams to create multiple prototypes

* Training in simulation development and best practices

Skills Used

.NET, C#, Documentation, FTP

Adobe Photoshop, Unity3D

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Center for Distributed Learning, UCF

<https://cdl.ucf.edu>

Techranger

Internship

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.

- * Worked with a large team on the UCF online courses
- * Training in web development tools and practices
- * Filling development requests

Skills Used

Bootstrap, CSS, FTP, HTML, JavaScript, jQuery, MySQL, PHP, SSH

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

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Education

University of Central Florida

<https://ucf.edu>

B.A. Digital Media - Game Design

Graduation Date: August 2014, Orlando, FL

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.

Skills Used

.NET, Bootstrap, C#, CSS, Documentation, FTP, HTML, JSON, JavaScript, jQuery, MySQL, PHP, Processing, Python, SQL, SSH, Visual Studio, Wordpress, XML

Adobe Photoshop, Adobe Premiere Pro, Android, Audacity, Unity3D, iOS

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Contact

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Links

Please visit the links below for more information.

Website <https://joemoceri.io>
GitHub <https://github.com/joemoceri>
LinkedIn <https://www.linkedin.com/in/josephmoceri/>

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