

JOE BOYLS

Experienced Full Stack Developer capable of designing, building, and deploying web applications with Node.js, Python, and Ruby on Rails. Well-rounded team member who can work through issues independently and provide value in a team-setting.

Skills & Technologies:

Frontend: REACT TYPESCRIPT FLUTTER CSS/SCSS GRAPHQL

Backend: EXPRESS . JS KEYSTONE . JS FLASK FASTAPI RUBY ON RAILS

Databases: POSTGRESQL MYSQL AZURE FILE STORAGE

Other: DOCKER COMPOSE CI/CD SSO AUTHENTICATION

Previous Positions:

Lead Developer

Company: PlaceLift (<https://placelift.app>)

From: April, 2024 – **To:** September, 2024

The founding members (myself and 3 others) started PlaceLift in late 2023, and went live in April of 2024. As Lead Developer, I was responsible for developing, improving, and deploying the PlaceLift mobile app, as well as an internal web app, which provided access to user data and integrated our HubSpot, OneSignal, and Supabase accounts.

Routine Activities:

- Build and deploy new features in collaboration with our lead designer
- Monitor and manage all connected apps and integrations
- Present updates on development progress and our feature roadmap
- Stay up to date on new versions of our technologies, best-practices, and app store guidelines.

Software Developer 1

Company: Kinetic Vision (<https://kinetic-vision.com>)

From: May, 2019 – **To:** April, 2024

I joined Kinetic Vision as a co-op in 2019 and worked 3 co-op semesters and 6 part-time semesters; in 2022 I graduated and was hired to a full-time position. As Software Developer 1, I was responsible for developing and maintaining our many projects, providing weekly updates to managers, and communicating with clients over email and video calls.

Routine Activities:

- Develop and improve new features for our active projects
- Take part in weekly meetings, standups, code reviews, and internal SDLC meetings
- Keep up-to-date on quarterly personal goals
- Mentor co-ops and lead weekly co-op activities
- Plan larger monthly activities for the team

Software Developer Co-op

Company: IT Solutions Center (<https://cech.uc.edu/schools/it/centers/itsolutionscenter.html>)

From: January, 2018 – **To:** May, 2019

As a co-op at the IT Solutions Center, I had my first experiences with full-stack development and quickly got up to speed. As a Software Developer Co-op, I was responsible for fixing bugs and issues, working on an integrated reporting system, and writing database queries for frequent data pulls and backups.

Routine Activities:

- Handle any user-submitted tickets or issues
- Develop and test improvements and new features
- Take part in weekly meetings, standups, and code reviews
- Give quarterly info sessions on new updates and features to 50+ users

Education:

Bachelor's Degree in Information Technology

University: University of Cincinnati

Focus: Software Development

From: August, 2016 – **To:** May, 2022

I started at the University of Cincinnati in Mechanical Engineering and changed majors to Information Technology after taking a coding class. I completed 5 co-op semesters with UC and balanced part-time work with my coursework throughout the last 4 of the 6 years.

As a graduating senior, I collaborated with 3 team members on our capstone project and created a web-based online art gallery called ArtSync. ArtSync included a game built in Unity and a web interface; users can upload and place their digital artwork in a 3D gallery to be viewed and enjoyed by others. (<https://scholar.uc.edu/.../w0892c598>)

Connect: joeboylson@gmail.com

linkedin.com/in/joeboylson

github.com/joeboylson

joeboylson.tech

(LAST UPDATED: OCTOBER 15, 2024)