

# JOE BOYLSON

*(Joe Boylson is a/an...) Experienced Full Stack Developer capable of designing, building, and deploying web applications with Node.js, Python, and/or Ruby on Rails. Well-rounded team member who can work through issues independently, take initiative, and provide value in a team-setting. Quick study with an ability to leverage past experience on 15+ production apps 50+ personal projects and his Google-Fu to find answers and solutions.*

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## Previous Positions:

### Lead Developer

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

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

*PlaceLift is a mobile app and service which connects you with a project manager who will handle your home-improvement project from start to finish.*

*We started PlaceLift in late 2023, and went live in April of 2024. As Lead Developer, I was responsible for developing, improving, and deploying the mobile app which connected users to our project managers and home-improvement specialists. I also developed a web app, which provided full access to our users' data and which integrated our HubSpot, OneSignal, and Supabase accounts.*

#### Routine Activities:

- Build and deploy new features for the mobile app 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.

#### Skills & Technologies:

MOBILE APPLICATION DEVELOPMENT FLUTTER  
REACT (TSX) HTML, CSS, JAVASCRIPT  
EXPRESS (NODE.JS) EXTERNAL INTEGRATIONS  
AUTHENTICATION APP STORE VERSIONING & DEPLOYMENT

### 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 our clients over email*

#### Routine Activities:

- Develop and improve new features for our full-stack applications based on our clients' specifications and requirements.
- 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.

*and video calls. In my time at Kinetic Vision, I put in time on over 10 different applications and successfully closed out several projects.*

- Plan larger monthly activities for the team.

### Skills & Technologies:

FULL-STACK APPLICATION DEVELOPMENT  
SAAS PRODUCT DEVELOPMENT REACT (TSX)  
HTML, CSS, JAVASCRIPT FLASK FASTAPI  
DATABASE DEVELOPMENT RUBY ON RAILS  
DOCKER COMPOSE CLOUD APPLICATION DEPLOYMENTS

## 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

### Skills & Technologies:

FULL-STACK APPLICATION DEVELOPMENT  
SAAS PRODUCT DEVELOPMENT ANGULAR.JS (V1)  
HTML, CSS, JAVASCRIPT POSTGRESQL

# 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>