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**. 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.*

Connect: `JOEBOYLSON@GMAIL.COM` `LINKEDIN.COM/IN/JOEBOYLSON` `GITHUB.COM/JOEBOYLSON` `JOEBOYLSON.TECH`

Previous Positions:

Lead Developer

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

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

- Sole developer responsible for building a mobile application in **Flutter**, complete wth a **PostgreSQL** database, Google and Apple authentication, CI/CD using Codemagic, and a branching and versioning system using the Gitflow paradigm.
- Responsible for the technical direction of the company including our tech stack, languages, and integrations.
- Designed and implemented a complete and normalized **PostgreSQL** database schema.
- Built a secondary admin dashboard in **Express.js, React**, and Material UI components to manage client data and provide a way for our team to communicate with our clients.
- Set up row-level-security for each table to ensure security and to simplify queries from the mobile application.
- Enabled real-time access on select tables to enable a messaging system between the mobile app and the admin dashboard.
- Worked with our lead designer in **Adobe XD** on the UI/UX of the application by pointing out edge cases, providing technical context, and offering suggestions.
- Worked on a sync-layer to push and pull data between our **HubSpot CRM** and the **PostgreSQL** database.
- Provided a feature roadmap and changelog using **Notion**.

Software Developer 1

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

From: May, 2019 – **To:** April, 2024

- Provided development and support for over 10 full-stack applications using **Ruby-on-Rails, Express.js**, or **Python** as the backend, **React** for the frontend, and **PostgreSQL** or **MySQL** as the database, often being the only developer on the team.

- Worked on the configuration of Azure services to spin up **App Service** and **Virtual Machines** for application deployment, and **Blob Storage** to handle application file storage.
- Provided technical expertise and context to project managers which was used to define the timeline and roadmap of the application.
- Often worked 1-on-1 with clients in giving progress updates, technical expertise, feature suggestions, and timeline estimates.
- Contributed to internal efforts to standardize and document our tech-stack.
- Performed code reviews using **Bitbucket**, tracked and updated tasks in **Jira**, and contributed to documentation in **Confluence**.

Software Developer Co-op

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

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

- Contributed to a single project using **Angular.js** as the frontend, an API and a microservices backend using **Express.js**, and a database using PostgreSQL.
- Designed and developed a full-stack application in 2 weeks, complete with authentication, a **PostgreSQL** database, and file uploads with no prior knowledge of full-stack development.
- Handled user-submitted tickets using **Github Projects** to track branches and progress.
- Took part in daily standups and weekly meetings to track progress.
- Gave info online sessions to 50+ users on the new features that our team developed and implemented.
- Responsible for providing the client with frequent datapulls from our database by writing queries and exporting the results in CSV format.
- Used **Jaspersoft** to provide embedded analytics and report downloads in the application.

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 **React** 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)*