

JOEL ALON

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JUNIOR SOFTWARE DEVELOPER

C# | AGILE TRAINED | MERN STACK

- Skilled in C# and JavaScript, with hands-on experience in web design, client-side development, and the MERN stack for building dynamic web applications.
- Experienced in Agile methodologies, including iterative development and project management practices.
- Solid understanding of SQL database management, with practical experience in SQLDeveloper and creating efficient database queries.
- Skilled in Unix/Linux operating systems, with the ability to navigate and perform system tasks.
- Passionate about software system design and requirements engineering, with a focus on creating scalable and maintainable software solutions.
- Demonstrated ability to troubleshoot and debug complex issues, ensuring high performance, stability, and reliability of software applications.
- Strong communication skills honed through advanced coursework, enhancing teamwork & client interactions.

TECHNICAL SKILLS

Programming Languages: C#, Java, JavaScript, SQL

Databases: SQLDeveloper, MongoDB, MySQL, SQL Server

Frontend Technologies: HTML/CSS, jQuery, JavaScript, Bootstrap, React

Backend Technologies: Node.js, Express.js, MongoDB, SQLDeveloper

Other Tools: Git, JIRA, Unix/Linux commands, Microsoft Teams, Visual Studio Code, MS Office

EDUCATION

Software Engineer Technology (Co-op) Advanced Diploma

Centennial College, Toronto, ON

Sept. 2023 - Present

GPA: 4.47/4.5 (A+)

Courses: C# Programming, Web Design (HTML/CSS), Software Engineering Fundamentals (Agile Development), Database Concepts (SQL Developer), Client-Side Web Development, Software Requirements Engineering, Unix/Linux OS, Java Programming, Web Application Development (MERN Stack), Software System Design

PROJECTS

Banking Application - C#

- Collaborated with a team to develop a comprehensive **banking application** using C# in Visual Studio Code.
- Implemented core functionalities including account management and transaction handling.
- Utilized **object-oriented programming principles** such as inheritance, interfaces, and abstract classes to enhance modularity, code reusability, and maintainability.

Software Requirements Specification (SRS) Document - Software Requirements Engineering

- Worked in an Agile team to create an SRS document for a web application named **Quick Recipe Generator**.
- The app assists users in meal planning by generating recipes based on the available ingredients.
- Contributed to UML diagrams, use case modeling, and writing functional and non-functional requirements.
- Organized development using JIRA for timeline management and task distribution.

Voice Recognition App - JavaScript, HTML, CSS

- Developed a **voice recognition application** using Web Speech API in JavaScript and HTML/CSS to enhance user interaction through voice commands.
- Implemented features to recognize commands for displaying time, date, and changing website color.
- Focused on improving user experience by enabling hands-free navigation and interaction.

Video Game Retailer Management System (VGRMS) - SQLDeveloper

- Co-developed a comprehensive database system to streamline operations for a video game retailer, addressing key market needs.
- Conducted market research to inform data requirements, focusing on trends in the video game industry and emerging technologies like VR and AR.
- Designed an **Entity Relationship Diagram (ERD)** for key entities including Games, Genres, Platforms, Suppliers, Inventory, and Customers.
- Led the Logical and Physical Database Design phases, using Oracle SQLDeveloper to create normalized tables, define constraints, populate the database, and execute complex queries, ensuring efficient inventory control and system functionality.