Joel Cook

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Work Experience

Software Engineer - Modea. Remote 10/22 - Present
Technologies: Typescript, Ionic, React Native, Anular, Java, Android, Swift, iOS, Firebase, SQLite, Bitrise CI/CD

- Lead the development of a patient-facing healthcare app, integrating with EPIC APIs and SDKs delivering a state-of-the-art healthcare experience.
- Book appointments, find a doctor, find a hospital, state-management, push-notifications.
- Consulted with clients to plan, evaluate, implement, and maintain software solutions, significantly improving their patient experience.

Software Engineer - FloSports. Remote 12/19 - 8/22
Technologies: Typescript, Node.JS, NestJS, Angular, Redis, Firebase, Microservices, Jenkins CI/CD

- Built an online event setup, registration, and management platform, widely adopted by thousands of sporting events nationwide.
- Crafted scoreboards and clocks, for those televised sporting events.
- Developed a REST API using Node.js and NestJS for sport data aggregation for player and event statistics.

Mobile Developer - FanHero. Orlando, FL 5/18 - 8/19
Technologies: Flutter, GraphQL, Elixir, Swift, iOS, Java, Android, Sketch, Jenkins CI/CD

- Launched the LionNation iOS and Android app to 10K+ downloads.
- News feed, In-app ticket purchases, authentication, push notifications, game-center, localization support for English, Spanish, and Portuguese.
- Independently learned Flutter and GraphQL.

Mobile Developer Intern, FanHero. Orlando, FL 2/18 - 5/18

- Deployed a Jenkins CI/CD pipeline, optimizing the build process and resulting in an average time savings of 7 minutes per build for developers.
- Managed the release process and store listings for the apps on the App stores.

Education

University of Central Florida, 2018
B.S. in Information Technology