

# Joseph P. Pecoraro

2777 SW Archer Road, Apt 226, Gainesville, FL 32608  
jpecoraro342@ufl.edu, (941) 718 - 0343  
josephpecoraro.me

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<b>Education</b>	<b>Bachelor of Science, Computer Engineering (Software)</b> University of Florida      GPA: 3.43  <b>Relevant Coursework:</b> Data Structures and Algorithms      Design Patterns in OOP      Software Engineering Human Computer Interaction      Microprocessor Applications      Operating Systems	May 2016
<b>Skills</b>	Objective C, Swift, iOS, Unity, C#, .NET, C++, Java, Android, JavaScript, Ruby, SQL, HTML, CSS, Matlab	
<b>Experience</b>	<b>Software Engineering Intern - Ultimate Software, Inc.</b> <ul style="list-style-type: none"><li>Developed administrative dashboard as part of the new ACA feature being put into production in the next release cycle; The dashboard provides important information to allow clients to view and manage their ACA compliance cycle</li><li>Created modular back-end using C#, .NET, and MSSQL and integrated it with the existing framework</li><li>Utilized TypeScript, KnockoutJS, and ChartJS to create a beautiful and dynamic user interface</li><li>Assisted DBA's to create stored procedures needed for retrieval of complex data</li><li>Updated ruby deployment scripts using chef to comply with new security requirements and latest standards</li></ul>	05/2015 – 08/2015
	<b>Lead IOS Developer - Starter Space</b> <ul style="list-style-type: none"><li>Developed multiple applications for both in house and external clients, Haulbox, Proximity, Kiwee, etc</li><li>Built custom libraries for reuse across applications including a Barcode Scanner, Networking Library, Fitbit API Integration, Truevault HIPPA API Integration, Image Caching System, Login/Registration Pages, and more</li><li>Researched and tested various Bluetooth LE beacons for use in microlocation software and created an application to demonstrate different uses for the technology</li></ul>	05/2014 – 05/2015
	<b>Lead IOS Developer - Bafit, LLC</b> <ul style="list-style-type: none"><li>Developed version one of a local social app called Meerchat for a local Gainesville startup</li><li>The application utilizes video sharing and instant messaging built on top of AWS and Jabber using an XMPP messaging framework</li></ul>	08/2014 – 01/2015
	<b>Teaching Assistant - Programming Fundamentals 2</b> <ul style="list-style-type: none"><li>Taught two weekly lab sections of 25 students each in C++</li><li>Graded projects, exams, and homework assignments</li></ul>	01/2014 – 05/2014
<b>Projects</b>	<b>Citrus Keyboard - Unity/C#</b> <ul style="list-style-type: none"><li>Collaborated with team of 3 to design a virtual keyboard optimized for use with a gamepad</li><li>Developed keyboard prototype for PC that was usable with a PS3 or Xbox360 controller</li><li>Conducted user study to compare speed, accuracy, and usability of our keyboard to existing models</li></ul>	03/2015 – 05/2014
	<b>Risky Business - Android</b> <ul style="list-style-type: none"><li>Project lead on a team of 5 to create an adaptation of strategy board games on the Android platform</li><li>Designed and implemented an easy to use interface for game interaction</li><li>Wrote logic for adding all the game's UI elements to the screen</li><li>Created custom ViewGroups to provide zoom and pan, and increase responsiveness on multiple devices</li></ul>	01/2014 – 05/2014
	<b>Defend The Herd - Unity/C#</b> <ul style="list-style-type: none"><li>Won best game at CodeDay Orlando hackathon</li><li>Led programming team by overseeing the design and implementation of the game logic</li><li>Enhanced enemy wolf ability by developing clever AI</li></ul>	07/2014
	<b>Conversation Translator - Javascript</b> <ul style="list-style-type: none"><li>Designed and created a chat like interface that allows two users who speak different languages to communicate</li><li>Used Google's Translate API to detect the language entered and then translate it to the appropriate target language</li></ul>	01/2015