Joseph P. Pecoraro

(941) 718 – 0343
jpecoraro342@yahoo.com
josephpecoraro.me

Education	Computer Engineering (Software), Bachelor of Science	May 2016
	University of Florida	

Skills	Swift, Objective C, Java, Spring, JavaScript, NodeJS, GraphQL, C#, automated testing, Kanban	

Experience

Full Stack Software Developer - Ultimate Software, Inc.   06/2016 – Present

– Developed Ultimate Softwares brand new HCM SaaS solution using an event sourced microservices architecture
– Worked on all parts of the stack including Event Sourced Java/Spring Microservices, GraphQL adapter, and a hybrid mobile application using Javascript, Angular 1.5 (Components), and Ionic

Software Engineering Intern - Ultimate Software, Inc.   05/2015 – 08/2015

– Developed administrative dashboard as part of the new ACA feature; The dashboard provides important information for clients to view and manage their ACA compliance
– Created modular back-end using C#, .NET, and MSSQL, and integrated it with a UI built with JavaScript

IOS Developer - Starter Space (Objective C)   05/2014 – 05/2015

– Developed multiple applications for both in house and external clients: Haulbox, Proximity, Kiwee, etc
– 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
– Researched and tested various Bluetooth LE beacons for use in micro-location software and created an application to demonstrate different uses for the technology

IOS Developer - Bafit, LLC (Objective C)   08/2014 – 01/2015

– Developed a local social app that allows users to meet new people through video sharing
– Built video playback and instant messaging features utilizing AWS, Jabber, and an XMPP messaging framework

Projects

SplitStreamr – Swift/iOS   https://git.io/vS7j4
Music streaming application that splits the data cost of streaming music between multiple devices, by using web sockets and mesh networking to distribute pieces of data to individual devices before combining on a single device.

Rotameeting – Swift/iOS
Asynchronous video meeting software that allows users to create and participate in meetings on their own time.

Emojr – Swift/iOS, NodeJs, Firebase   https://git.io/vS7ju
A social network, based entirely on emoji. All user generated content is exclusively emoji.

HGYG – Swift/iOS, NodeJs
Fitness application for organizations, which provides custom workouts, nutrition plans, and fitness tracking

Wright Flyer VR – Unity/C#   https://git.io/vSdTK
An educational VR experience which takes users to Kitty Hawk, NC in 1903 to learn about the first flight, and experience it first hand through a "first flight" simulator.