

# 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>Computer Engineering (Software), Bachelor of Science</b> University of Florida	May 2016 GPA: 3.43
<b>Skills</b>	Objective C, iOS, Java, C#, JavaScript, Swift, C++, Unity, .NET, Android, Ruby, MSSQL, Matlab, HTML, CSS	
<b>Experience</b>	<b>Software Engineering Intern - Ultimate Software, Inc.</b>	05/2015 – 08/2015
	<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</li><li>• Created modular back-end using C#, .NET, and MSSQL, and integrated it with a dynamic UI built with JavaScript</li><li>• Updated Ruby deployment scripts using Chef to comply with new security requirements and latest standards</li></ul>	
	<b>Lead iOS Developer - Starter Space</b>	05/2014 – 05/2015
	<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 micro-location software and created an application to demonstrate different uses for the technology</li></ul>	
	<b>Lead iOS Developer - Bafit, LLC</b>	08/2014 – 01/2015
	<ul style="list-style-type: none"><li>• Developed version one of Meerchat, a local social app that allows users to meet new people through video sharing</li><li>• Built video playback and instant messaging features utilizing AWS, Jabber, and an XMPP messaging framework</li></ul>	
<b>Projects</b>	<b>Teaching Assistant - Programming Fundamentals 2</b>	01/2014 – 05/2014
	<ul style="list-style-type: none"><li>• Taught two weekly C++ lab sections of 25 students each</li><li>• Graded projects, exams, and homework assignments</li></ul>	
	<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>	
	<b>Mage Knight - Unity/C#</b>	
<b>Involvement</b>	<ul style="list-style-type: none"><li>• Created a playable demo of an original top-down 3D dungeon crawler complete with all standard RPG features</li><li>• Implemented a custom character controller with realistic physics, dynamic attack modes, and gamepad integration</li><li>• Modified existing animations to complement character actions, and give the game a realistic look and feel</li></ul>	
	<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 dynamically 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>	
	<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>	
	Association of Computer Engineers ( <i>SwampHacks Chair, Lead Oculus Developer</i> ), Association for Computer Machinery ( <i>Member</i> ), Kappa Phi Epsilon ( <i>Technology Director</i> )	