

Joseph P. Pecoraro

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Education	Bachelor of Science, Computer Engineering (Software) University of Florida GPA: 3.42 Relevant Coursework: Data Structures and Algorithms Design Patterns in OOP Software Engineering Human Computer Interaction Microprocessor Applications Operating Systems	May 2016
Skills	Objective C, Swift, iOS, Unity, C#, .NET, C++, Java, Android, JavaScript, Ruby, SQL, HTML, CSS, Matlab	
Experience	Software Engineering Intern - Ultimate Software, Inc. <ul style="list-style-type: none">Developed full stack application for use by companies to track their progress with ACA complianceWorked with business analyst's and UX team to determine requirements and design specificationsCreated modular back-end using C#, .NET, and MSSQL and integrated it with the existing frameworkUtilized TypeScript, KnockoutJS, and ChartJS to create a beautiful and dynamic user interfaceAssisted DBA's to create stored procedures needed for retrieval of complex dataUpdated ruby deployment scripts using chef to comply with new security requirements and latest standards	05/2015 – 08/2015
	Lead iOS Developer - Starter Space <ul style="list-style-type: none">Developed multiple applications for both in house and external clients, Haulbox, Proximity, Kiwee, etcBuilt 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 moreResearched and tested various Bluetooth LE beacons for use in microlocation software and created an application to demonstrate different uses for the technology	05/2014 – 05/2015
	Lead iOS Developer - Bafit, LLC <ul style="list-style-type: none">Developed version one of a local social app called Meerchat for a local Gainesville startupThe application utilizes video sharing and instant messaging built on top of AWS and Jabber using an XMPP messaging framework	08/2014 – 01/2015
	Teaching Assistant - Programming Fundamentals 2 <ul style="list-style-type: none">Taught two weekly lab sections of 25 students each in C++Graded projects, exams, and homework assignments	01/2014 – 05/2014
Projects	Citrus Keyboard - Unity/C# <ul style="list-style-type: none">Collaborated with team of 3 to design a virtual keyboard optimized for use with a gamepadDeveloped keyboard prototype for PC that was usable with a PS3 or Xbox360 controllerConducted user study of 10 participants to compare speed, accuracy, and usability of our keyboard to existing models	03/2015 – 05/2014
	Risky Business - Android <ul style="list-style-type: none">Project lead on a team of 5 to create an adaptation of strategy board games on the Android platformDesigned and implemented an easy to use interface for game interactionWrote logic for adding all the game's UI elements to the screenCreated custom ViewGroups to provide zoom and pan, and increase responsiveness on multiple devices	01/2014 – 05/2014
	Defend The Herd - Unity/C# <ul style="list-style-type: none">Won best game at CodeDay Orlando hackathonLed programming team by overseeing the design and implementation of the game logicEnhanced enemy wolf ability by developing clever AI	07/2014
	Conversation Translator - Javascript <ul style="list-style-type: none">Designed and created a chat like interface that allows two users who speak different languages to communicate	01/2015

- Used Google's Translate API to detect the language entered and then translate it to the appropriate target language