Joseph P. Pecoraro

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Education

Bachelor of Science, Computer Engineering (Software)   May 2016
University of Florida   GPA: 3.43

Relevant Coursework:

Data Structures and Algorithms	Design Patterns in OOP	Software Engineering
Human Computer Interaction	Microprocessor Applications	Operating Systems

Skills

Objective C, Swift, iOS, Unity, C#, .NET, C++, Java, Android, JavaScript, Ruby, SQL, HTML, CSS, Matlab

Experience

Software Engineering Intern - Ultimate Software, Inc.   05/2015 – 08/2015
- 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
- Created modular back-end using C#, .NET, and MSSQL and integrated it with the existing framework
- Utilized TypeScript, KnockoutJS, and ChartJS to create a beautiful and dynamic user interface
- Assisted DBA's to create stored procedures needed for retrieval of complex data
- Updated ruby deployment scripts using chef to comply with new security requirements and latest standards

Lead IOS Developer - Starter Space   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 microlocation software and created an application to demonstrate different uses for the technology

Lead IOS Developer - Bafit, LLC   08/2014 – 01/2015
- Developed version one of a local social app called Meerchat for a local Gainesville startup
- The application utilizes video sharing and instant messaging built on top of AWS and Jabber using an XMPP messaging framework

Teaching Assistant - Programming Fundamentals 2   01/2014 – 05/2014
- Taught two weekly lab sections of 25 students each in C++
- Graded projects, exams, and homework assignments

Projects

Citrus Keyboard - Unity/C#   03/2015 – 05/2014
- Collaborated with team of 3 to design a virtual keyboard optimized for use with a gamepad
- Developed keyboard prototype for PC that was usable with a PS3 or Xbox360 controller
- Conducted user study of 10 participants to compare speed, accuracy, and usability of our keyboard to existing models

Risky Business - Android   01/2014 – 05/2014
- Project lead on a team of 5 to create an adaptation of strategy board games on the Android platform
- Designed and implemented an easy to use interface for game interaction
- Wrote logic for adding all the game's UI elements to the screen
- Created custom ViewGroups to provide zoom and pan, and increase responsiveness on multiple devices

Defend The Herd - Unity/C#   07/2014
- Won best game at CodeDay Orlando hackathon
- Led programming team by overseeing the design and implementation of the game logic
- Enhanced enemy wolf ability by developing clever AI

Conversation Translator - Javascript   01/2015
- Designed and created a chat like interface that allows two users who speak different languages to communicate
- Used Google's Translate API to detect the language pentered and then translate it to the appropriate target language