Joseph P. Pecoraro

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Objective

To obtain a summer internship for 2015 that will provide a platform for me to continue to create innovative software that will revolutionize the way users experience technology.

Education

Bachelor of Science, Computer Engineering (Software)   May 2016
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

Skills

Proficient: Objective C, Swift, iOS, C++, Java, Android, HTML, CSS
Some Experience: C#, Unity, Python, JavaScript, Matlab, PHP, MIPS

Experience

Lead IOS Developer - Starter Space   05/2014 – Present
- Developed multiple applications for both in house and external clients - Haulbox (App Store), 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 (App Store) 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

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#   10/2013
- 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 - http://bit.ly/1BQiL8J   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 entered and then translate it to the appropriate target language

Service

Hearts Afire, Inc. 501(c)3
IT Volunteer   06/2011 - Present
- Created marketing videos from various mission trips
- Set up and managed YouTube channel to help market organization
- Updated website built on WordPress