

Joseph P. Pecoraro

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<https://github.com/jpecoraro342>

Objective	To obtain a summer internship for 2015 that will provide a platform for me to continue to create innovate software that will revolutionize the way users experience technology.		
Education	<i>Bachelor of Science, Computer Engineering (Software)</i> University of Florida GPA: 3.42		May 2016
	<i>Relevant Coursework:</i>		
	Data Structures and Algorithms	Design Patterns in OOP	Software Engineering
	Advanced Programming Fundamentals	Computer Organization	Microprocessor Applications
Skills	Proficient with Objective C/iOS, C++, Java, Android Some Experience with Matlab, Unity, C#, JavaScript, PHP, HTML, CSS, MIPS		
Experience	<i>Lead IOS Developer, Hatchery Lab, LLC</i>		05/2014 – Present
	<ul style="list-style-type: none">• Developed multiple applications for various in house clients - Barpad, Haulbox, Proximity, and Kiwee• Created custom class for use in many applications to easily make API requests to the database• Used NSKeyedArchiver to provide an offline mode and a seemingly instant connection (Haulbox)• Designed and developed a barcode scanner for users to scan boxes into the application (Haulbox)• Implemented a custom image handler to provide manipulation, caching, and server requests (Haulbox)• Researched and tested various Bluetooth LE beacons for use in microlocation software (Proximity)• Created application based on research to demonstrate the uses for Bluetooth proximity beacons (Proximity)		
	<i>IOS Developer, Bafit, LLC</i>		08/2014 – Present
	<ul style="list-style-type: none">• Assisted in development for a local social app for users to find nearby people through videos and messaging• Connected application to AWS server using a Rest API, and a custom class built on NSURLConnection• Implemented a messaging system built on top of Jabber using an XMPP messaging framework		
	<i>Teaching Assistant, Programming Fundamentals 2</i>		01/2014 – 05/2014
	<ul style="list-style-type: none">• Taught two weekly lab sections of 25 students each in C++• Graded projects, exams, and homework assignments		
Projects	<i>Risky Business - Android</i>		01/2014 – 05/2014
	<ul style="list-style-type: none">• 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• Designed custom ViewGroups to provide zoom and pan, and increase responsiveness on multiple devices		
	<i>Defend The Herd - Unity/C#</i>		10/2013
	<ul style="list-style-type: none">• 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		
Leadership	<i>Kappa Phi Epsilon Christian Fraternity</i> <i>Technology Director</i>		12/2012 – 05/14
	<ul style="list-style-type: none">• Maintained various technical equipment• Set up and managed wireless network for 39 bedroom fraternity house		
Service	<i>Hearts Afire, Inc. 501(c)3</i> <i>IT Volunteer</i>		06/2011 - Present
	<ul style="list-style-type: none">• Created marketing videos from various mission trips• Set up and managed YouTube channel to help market organization• Updated website built on WordPress		