Joseph P. Pecoraro

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Objective To further develop my skills as a Software Engineer by enhancing the productivity of the company that hires me

for the summer of 2014.

Education Bachelor of Science, Computer Engineering (Software)

May 2016

University of Florida, GPA: 3.42

Relevant Coursework:

Data Structures and Algorithms

Applications of Discrete Structures

Digital Logic and Computer Design

Advanced Programming Fundamentals

Computer Organization Software Engineering

Skills Proficient with C++, Objective C, Java, Android, XML, HTML, and CSS

Some Experience with JavaScript, PHP, JQuery, MIPS, and VHDL

Projects Turn Based Strategy Game for Android

01/2014 - Present

Created adaptation of strategy board game on the Android platform

Added view elements to provide an interactive experience

Designed custom ViewGroups to allow for a dynamic application

Tron Clone for IOS 10/2013

Created a tron clone for IOS in Objective C Used Cocos2d game engine to animate graphics Wrote simple AI for single player game mode

Compound Interest Calculator for IOS

07/2013

Built compound interest calculator using Objective C Used Xcode Storyboards to make intuitive GUI

Finance Managing Application

08/2012

Wrote command line application in Java to assist in finance management

Experience Teaching Assistant, Programming Fundamentals 2

01/2014 - Present

Taught two weekly lab sections in C++

Graded projects, exams, and homework assignments

Cosmetic Vein Clinic of Florida, Inc.

IT Consultant 06/2011 - 08/2011

Relocated computer systems Assisted in office move

Leadership Kappa Phi Epsilon Christian Fraternity

Technology Director 12/2012 - Present

Maintained various technical equipment

Set up and managed wireless network for 39 bedroom fraternity house

Service *Hearts Afire, Inc. 501(c)3*

IT Volunteer 06/2011 - Present

Created marketing videos from various mission trips

Arranged and managed YouTube channel