

Joseph P. Pecoraro

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Education	Bachelor of Science, Computer Engineering (Software) University of Florida	May 2016
Experience	iOS Developer - Facebook, Inc. <ul style="list-style-type: none">Owned all aspects of friending surfaces in the iOS app (friends tab, people you may know, profile friends list, and friending notifs). Fixed bugs, improved perf, added new features, and managed cross functional integrationsBuilt a feature for sending messages after accepting a friend request, which increased message threads by 1M/dayLead graph curation workstream, which helps users to easier manage their friend graph with tools for bulk unfriending	03/2019 – Present
	Full Stack Software Developer - Ultimate Software, Inc. <ul style="list-style-type: none">Developed Ultimate Softwares brand new HCM SaaS solution using an event sourced microservices architectureWorked on all parts of the stack including EventSourced Java/Spring Microservices, GraphQL adapter, and a hybrid mobile application using Javascript, Angular 1.5 (Components), and Ionic	06/2016 – 04/2018
	Software Engineering Intern - Ultimate Software, Inc. <ul style="list-style-type: none">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 complianceCreated modular back-end using C#, .NET, and MSSQL, and integrated it with a dynamic UI built with JavaScript	05/2015 – 08/2015
	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
	IOS Developer - Bafit, LLC <ul style="list-style-type: none">Developed a local social app that allows users to meet new people through video sharingBuilt video playback and instant messaging features utilizing AWS, Jabber, and XMPP messaging framework	08/2014 – 01/2015
Projects	SplitStreamr - Swift/iOS Music streaming application that splits the data cost of streaming music between multiple devices, by using web sockets and mesh networking to distribute piece of data to individual devices before combining on a single device	https://git.io/vS7j4
	Rotameeting - Swift/iOS Asynchronous video meeting software that allows users to create and participate in meetings on their own time.	
	Emojr - Swift/iOS Music streaming application that splits the data cost of streaming music between multiple devices, by using web sockets and mesh networking to distribute piece of data to individual devices before combining on a single device	https://git.io/vS7ju
	HGYG - Swift/iOS, NodeJs Fitness application for organizations, which provides custom workouts, nutrition plans, and fitness tracking	
	Wright Flyer VR - Unity/C# An educational VR experience which takes users to Kitty Hawk, nC in 1903 to learn about the first flight, and experience it first hand through a “first flight” simulator	https://git.io/vSdTK