Joseph P. Pecoraro

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Education	**Bachelor of Science, Computer Engineering (Software)**	May 2016
	University of Florida	

Experience

iOS Developer - Facebook, Inc.　　　　　　　　　　　　　　　　03/2019 – 03/2022
- 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 integrations
- Built a feature for sending messages after accepting a friend request, which increased message threads by 1M/day
- Lead graph curation workstream, which helps users to easier manage their friend graph with tools for bulk unfriending

Full Stack Software Developer - Ultimate Software, Inc.　　　　　　06/2016 – 04/2018
- Developed Ultimate Softwares brand new HCM SaaS solution using an event sourced microservices architecture
- Worked 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

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 a dynamic UI built with JavaScript

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

IOS Developer - Bafit, LLC　　　　　　　　　　　　　　　　　08/2014 – 01/2015
- Developed a local social app that allows users to meet new people through video sharing
- Built video playback and instant messaging features utilizing AWS, Jabber, and XMPP messaging framework

Projects

SplitStreamr - Swift/iOS　　　　　　　　　　　　　　　　https://git.io/vS7j4
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

Rotameeting - Swift/iOS
Asynchronous video meeting software that allows users to create and participate in meetings on their own time.

Emojr - Swift/iOS　　　　　　　　　　　　　　　　　　　https://git.io/vS7ju
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

HGYG - Swift/iOS, NodeJs
Fitness application for organizations, which provides custom workouts, nutrition plans, and fitness tracking

Wright Flyer VR - Unity/C#　　　　　　　　　　　　　　　https://git.io/vSdTK
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