

Joseph P. Pecoraro

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Education	Computer Engineering (Software), Bachelor of Science University of Florida	May 2016 GPA: 3.43
Skills	Objective C, iOS, Java, C#, JavaScript, Swift, C++, Unity, .NET, Android, Ruby, MSSQL, Matlab, HTML, CSS	
Experience	Software Engineering Intern - Ultimate Software, Inc.	05/2015 – 08/2015
	<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 compliance• Created modular back-end using C#, .NET, and MSSQL, and integrated it with a dynamic UI built with JavaScript• Updated Ruby deployment scripts using Chef to comply with new security requirements and latest standards	
	Lead iOS Developer - Starter Space	05/2014 – 05/2015
	<ul style="list-style-type: none">• 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 micro-location software and created an application to demonstrate different uses for the technology	
	Lead iOS Developer - Bafit, LLC	08/2014 – 01/2015
	<ul style="list-style-type: none">• Developed version one of Meerchat, 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 an XMPP messaging framework	
	Teaching Assistant - Programming Fundamentals 2	01/2014 – 05/2014
	<ul style="list-style-type: none">• Taught two weekly C++ lab sections of 25 students each• Graded projects, exams, and homework assignments	
Projects	Citrus Keyboard - Unity/C#	
	<ul style="list-style-type: none">• Collaborated with team of 3 to design a virtual keyboard optimized for use with a gamepad• Developed keyboard prototype for PC that was usable with a PS3 or Xbox360 controller• Conducted user study to compare speed, accuracy, and usability of our keyboard to existing models	
	Mage Knight - Unity/C#	
	<ul style="list-style-type: none">• Created a playable demo of an original top-down 3D dungeon crawler complete with all standard RPG features• Implemented a custom character controller with realistic physics, dynamic attack modes, and gamepad integration• Modified existing animations to complement character actions, and give the game a realistic look and feel	
	Risky Business - Android	
	<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 dynamically 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#	
	<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	
Involvement	Association of Computer Engineers (<i>SwampHacks Chair, Lead Oculus Developer</i>), Association for Computer Machinery (<i>Member</i>), Kappa Phi Epsilon (<i>Technology Director</i>)	