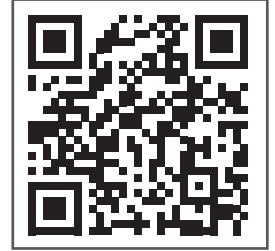


# JOSEPH MANCINI



SOFTWARE ENGINEER

## OBJECTIVE

Experienced software engineer with a passion for developing programs and APIs that expedite the efficiency and effectiveness of organizational success. Well-versed in technology and programming to create systems that are reliable and user-friendly. Confident communicator, strategic thinker, and innovative creator to develop software that is customized to meet a company's organizational needs, highlight their core competencies and further their success.



631.662.9785



mancinij@udel.edu



Based out of NYC Metro  
Willing to Relocate

## EDUCATION

### BACHELOR OF SCIENCE

University of Delaware  
Computer Science  
May 2018

### WEB APPLICATIONS

Columbia Engineering Coding Boot Camp  
Current

## TECHNICAL SKILLS

- Python
- Vue/React/JavaScript
- Flutter/Dart
- Java
- MySQL
- Bash/Zsh

## PROJECTS

- Presentation at BAE Systems, Inc. for summer 2017 project. Created a conference room locator in HTML for their site's homepage website.
- Programmed an iOS application called "Mad Hops - Are You Mad Yet?" Code written in Swift in Xcode. Graphics rendered in Adobe Illustrator and Photoshop.

## JOB EXPERIENCE

2021 - 2023

### Software Developer

ClearVision Optical | Hauppauge, NY

- Launched Web Apps using React and Vue along with Bootstrap, Tailwind CSS and styled components for front-end and Axios to connect to the MySQL database for the back-end.
- Developed cross-platform applications using Flutter/Dart.
- Assisted with the front-end of our new Ordering App using Flutter/Dart for sales representatives in the field.
- Created Restful APIs using PHP and Laravel.
- Deployed Webhooks using Python and Flask in AWS.

2020 - 2021

### Software Engineer

Nouveau Elevator | Long Island City, NY

- Assisted in developing a Custom Touchless Link Solution™ elevator system to comply with new Covid-19 regulations.
- Developed and implemented a script to reduce time of each Custom Touchless Link Solution™.

2018 - 2020

### Software Configuration Manager

BAE Systems, Inc. | Greenlawn, NY

- Build software/firmware to verify builds are reproducible and target files match.
- Write scripts to automate builds and other tasks.
- Track software/firmware changes throughout multiple programs.
- Manage release repositories to release builds efficiently for production floor use and/or shipment to the customer.
- Proficient in working with GIT/GForge/JIRA/Bitbucket, ClearCase/ClearQuest, Visual Studios and Microsoft Office.

2017 - 2018

### Software Engineering Intern

BAE Systems, Inc. | Greenlawn, NY

- Added support for new hardware on the Navy's P8 program production tool using Java. Worked in Netbeans/Visual Studio and SmartSVN repo.
- Worked in a Linux environment and updated expect scripts.
- Initialized cybersecurity investigation for products.

2016

### Teaching Assistant

University of Delaware | Newark, DE

- Hosted labs, graded projects and held office hours twice a week.