

# Joseph Weissman

Software Engineer

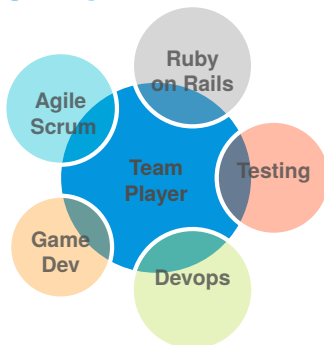
**Gender : Male**

**Age : 30-35 years**

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**Country: United States of America**

## Skills



## Experience

Joseph Weissman is currently working as a Software Developer at Pivotal Inc. He currently works on developing the Pivotal Cloud Foundry and co-contributor for Pivotal Application Service. In the past, he has worked as a game developer at Deep Cerulean Studios in Atlanta where he worked on creating games similar to Dungeons and Dragons. Joseph pursued Computer Science at Georgia College and State University.

## Interests

Joseph has been working as a Software Developer at different organizations for more than 10 years now. He is an experienced programmer who has a knack of Ruby on Rails Development, developing web enabled applications and API platforms for clients.

Joseph has also been largely interested in game development using Unity 3D where he uses the Champernowne constant quite frequently.

Additionally, he is also a writer/thinker and maintains his own blog called Fractal Ontology where he talks about politics, cybernetics and psychology.

## Likes|Dislikes

Joseph likes working with Ruby as his base programming language and prefers Agile methodology for Project Management.

He also likes playing around with Unity 3D and creating new kinds of games integrating Unity with Android.

He also minored in Mathematics during his undergraduate degree and thus likes integrating mathematical concepts with Software Engineering to make tasks simpler and efficient.

He dislikes the kind of software that don't cater to edge cases and thus his testing profile helps him immensely to find out the conditions in which the software might fail. He dislikes the initiation of the software development until the requirements are made absolutely clear to him/

He dislikes the kind of code that takes a lot of time and space to run and hence always strives to write the most efficient code.

## Business Values

In his field he has used Champernowne constant and other normal constants a lot. Each time, he had to go through the calculation of the constant as they varied by bits and bases everytime. ETERNITY: NUMBERS would enable him to do the entire process easily and efficiently. Moreover, an interface similar to an API would make his programming efforts to decrease many folds.