

Joseph (Noel) Feliciano, Software Engineer

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Skills & Expertise

Technical: Objective-C, Swift, Core Data, SpriteKit, HTML, CSS, Javascript, AngularJS, Bootstrap, D3, MongoDB, Python, PHP, Java, GitHub, Git, AWS

Team & Communication: Agile, Scrum, Public Speaking, Presentations, Collaborative Problem Solving, Experience in leading a team, Conducting Interviews and Focus Groups

Work

Software Developer, Center for Autism, Research, Technology, Education 2011-Current

Design and development of iPad app 'Let's Face It! Scrapbook' (goo.gl/dtLOKN), an app aimed towards children with Autism.

Primary developer of the user interface and the model layer using Core Data. Collaborated closely with designer and team members to address and solve usability issues of previous versions of the app.

Lead a small team of students and volunteers and mentored new team members. Planned out and assigned blocks of work to project members according to their strengths. Trained team members new to the language and new to source control to become effective, contributing members of the team.

Re-designed code base well into the project for modularity purposes, in order to more closely follow the Model-View-Controller pattern and to let newer programmers more easily understand the code.

Communicated weekly with owner and delivered features on time and provided bi-weekly demos to demonstrate new features and new UI elements.

Developed website (web.uvic.ca/~carte) using basic HTML, Javascript, and CSS, as well as Bootstrap-created 'LFI! Scrapbook' website (web.uvic.ca/~carte/lfiscrapbook.html).

Presented early version of the app on-stage at 'Intersections 2012', a small conference on Assistive Technologies. Presented the app and other CARTE programs on the floor at TedxVictoria 2012.

iOS Developer, Insatiable Genius

2011-2012

Development and bug-fixing for 'PencilFX' (goo.gl/zNtvqH), an app for turning photos and videos into sketches. Fixed UI elements based on customer feedback.

Primary front-end developer of 'Comic Tycoon' (goo.gl/Dm65s0), an app for creating comics using the user's media. Collaborated daily with company owner and engine developer to develop the creative direction of the project. Used Instruments to optimize the app in closing stages before release.

Research Assistant, Chisel Lab (University of Victoria)

2013-2015

Researched the use of GitHub as a learning management system for university courses. Co-Author for paper (alexeyza.com/pdf/cscw15.pdf) presented at CSCW '15 Conference. Lead author for paper to be presented (1drv.ms/1PAWOo5) at ICSE Software Engineering Education & Training '16.

Served as Teaching Assistant for CSC 100 (Elementary Computing) and for CSC 485E (Computer-Supported Collaborative Work), teaching labs, planning projects, and grading assignments and blogs.

Projects

Front-End Developer, Visualizing MOOC Data

2015

Developed an information visualization of data on Massively Open Online Courses from MIT and Harvard (github.com/Clebeuf/MOOCs-InfoVis).

Visualized JSON data using D3 and worked with partner to solve optimization and loading issues. Implemented the linking of two visualizations via a brushing mechanism on a graph.

Full-stack Developer, Linksupp

2014

Developed 'Linksupp' (github.com/nfeliciano/mangiamao) a responsive web application designed to help users find people to eat with. Developed using MongoDB, ExpressJS, AngularJS, and NodeJS.

Collaborated closely with 5 others, where my role was initially to create the backend using Javascript library Mongoose and MongoDB. Worked with the developers whose initial role was front-end development to sync our work with each other.

Implemented key features beyond the back-end, such as setting up sockets for real-time updating of the interface and a contact form that uses the Mailgun service. Also assisted with polishing the user interface's map, restaurant panel, and meal creation process.

Participated in discussions with industry experts to gain feedback on design decisions. Prepared and presented demos to industry experts monthly.

Front-End Developer, Agilefant

2013

Developed a mobile application for Agilefant, a project-management tool using AngularJS and Cordova with a globally distributed Scrum team with software engineering students from Canada and Finland.

iOS Developer, 167 Games

2011

Designed and developed iPad game 'Jet Pack Laser Cat' (github.com/nfeliciano/jplc) in a team of 3 using Objective-C and the Cocos2D framework and interfacing with Apple's GameKit.

Designed code-base so that a novice programmer can easily plug in graphics to create levels.

Participated in all stages of the app creation process, from planning and development to testing and release.

Volunteering

University of Victoria Visual Cognition Lab: Assisted as a 'Face Camp' volunteer for several years, with roles ranging from running children through studies to planning and carrying out activities.

Queen Alexandra Centre or Children's Health: Volunteered as a classroom assistant, helping teachers through any task they needed, including reading to children, helping them play educational games, and assisting them with their work.

Education: University of Victoria

Master of Science, Computer Science

2013-2015

Bachelor of Science, Combined Computer Science and Psychology

2007-2012