Joseph P. Pecoraro

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Experience

iOS Developer - Dropbox, Inc.
10/2023 – 11/2024

- Revamped the core file sharing flow, updating the file share sheet with an entirely new UI, and adding new sharing features.
- Overhauled sharing event logging throughout the app, greatly simplifying the process of adding new events and fields. Implemented improved state and error tracking, and introduced dashboards and alerts which provided actionable data for improving the sharing product.

iOS Developer - Meta, 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 performance, added new features, and managed xfn integrations
- Built a feature for sending messages after accepting a friend request, which increased message threads by 1M/day
- Led graph curation workstream, which helps users to easier manage their friend graph through bulk unfriending
- Implemented PYMK in stories, which included adding a generic system for component based stories
- Overhauled the experiment review process within the team, adding standardized templates and processes, and making it easier and more consistent for xfn partners to get feedback on experiments, and unblock them quicker

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 Event Sourced Java/Spring Microservices, GraphQL adapter, and a hybrid mobile application using Javascript, Angular 1.5 (Components), and Ionic

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 HIPAA 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

- Music streaming application that splits the data cost of streaming music between multiple devices, by using web sockets and mesh networking to distribute pieces 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

- A social network based entirely on Emoji. All user generated content is exclusively emoji. UIKit and Firebase on the backend.

Education

Bachelor of Science, Computer Engineering (Software)
May 2016

University of Florida

Technical Skills

- Swift, Objective C, SwiftUI, UIKit, ComponentKit, GraphQL, Xcode, iOS Development