Joe Farro

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I'm a highly motivated developer who can balance a passion for crafting thoughtfully architected software with a stringent allegiance to efficiency and simplicity. **I got started over 19 years ago** when I spent a high-school summer teaching myself AutoLISP so I could automate CAD-system processes for a local engineering firm. Since then, for the past 15 years, I've focused on creating powerful online experiences.

Education

MFA Computer Art
School of Visual Arts (SVA), May 2009

BS Digital Arts and Sciences Engineering
University of Florida, May 2004

Languages

JavaScript
HTML
CSS
Python
Go
(Among others)

Interests

Performance optimization
Data visualization
Machine learning
Probability theory
Distributed systems

Experience

Technical Lead, Lifion by ADP
July 2016 - Present

Leading a team of five developers tasked with creating a foundational, next-generation Integrated Development Environment (IDE) for a Salesforce-like platform using Node.js / Express on the server and React / Redux / PostCSS on the front-end

Created a Selenium / WebdriverIO based UI test framework which is being adopted by the organization as a whole to test the existing, first-generation IDE – The test framework features a novel architecture which significantly increases maintainability

Lead Full Stack Developer, Apsalar
January 2014 - June 2016

Lead full stack web developer using Python with Flask on the back-end and React, Redux, PostCSS and vanilla HTML, CSS and JavaScript on the front-end to create both a variety of internal UI components for use throughout the site and to implement concrete website features ranging from data-visualizations to single-page UIs for creating and maintaining complex query and filter compositions

I've also used Go, SQL, PLpgSQL, shell scripting and OAuth delegated credentials to interface with internal, sharded databse systems, other internal services and third parties to implmement and automate ETL processes and data exports

Senior Developer, OurGroup
November 2012 - January 2014

Extensive use of JavaScript, HTML, CSS and the Django templating language to create and maintain site-wide features including: membership control center, user / group registration workflow, user / group search, among others

Lead JavaScript developer responsible for establishing and maintaining site-wide JavaScript standards and creating foundational components used in the development of site-wide features

Senior Developer, DraftFCB Healthcare
October 2010 - September 2012

Developed extensive and diverse client-side user experiences with JavaScript, CSS, HTML, Flash, and ActionScript for the web, iOS devices and desktop applications

Created tools to facilitate client-side diagnostics, code-reuse and to streamline deployments to production environments using JavaScript, HTML, CSS, Shell scripting and Java

Created and maintained ASP.net websites; PHP-based cross-site SSL-signed user session handoffs; and JavaScript and ActionScript UI component libraries and data-persistence abstractions

Provided technical direction and insights to diverse groups of stakeholders, both technical and non-technical, which facilitated the development of productive interdepartmental relationships

Freelance Development
January 2006 - October 2010

Designed and developed data visualizations, iOS native and web-based apps, multi-touch desktop apps, and Flash / ActionScript GUI component libraries

Clients include: Bloomberg News, Pfizer, GlaxoSmith-Kline, Boehringer Ingelheim, CBS Interactive, Adult Swim, McGraw Hill, Random House, People Magazine, and Saturn, among others

Senior Flash Developer, Microsoft
April 2007 - May 2009

Designed and developed numerous interactive, web-based information graphics, in collaboration with editorial staff, which where integrated into news and editorial content. The collective efforts of my team resulted in a variety of accolades including multiple Gerald Loeb Awards

Created dynamic, data-driven components including stock charts, a video playback synchronization framework, a variety of financial calculators and charting components, among others

Responsibilities included project ideation; conducting focus-groups and usability testing; design and development of interactive data visualization components, and the design and development of re-usable client-side architectures for micro-sites and RIAs

Technologies used include: Flash / ActionScript, C# and Silverlight

Media Developer, Disney
September 2004 - August 2005

Production Intern, Disney
May 2003 - August 2003

Senior Developer, Verrnado Engineering Co.
June 1997 - July 1999

2016