Joey Bishop

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Software Engineer II

Quality Software | Responsive Web Applications | Internal Tooling | Self Starter

- 5+ years of applied professional and academic experience in software engineering, with emphasis on developing user interfaces, designing responsive components, remote collaboration, and building reliable, accessible software.
- Industry experience with TypeScript, React, Angular, Node.js, HTML/ CSS, Spring/ SpringBoot, PostgresQL, GCP, and Kubernetes.
- Deliver exceptional user experiences that are intuitive, robust, and scalable.

Education

Georgia Institute of Technology | Atlanta, GA   Jan 2024 - Present
Online Masters of Science in Computer Science with focus on Interactive Intelligence

Georgia Institute of Technology | Atlanta, GA   Aug 2017 - Dec 2020
Bachelor of Science in Computational Media (Highest Honors)

Professional Experience

NCR Voyix | Atlanta, GA   Feb 2021 - Present
Commerce technology solutions company

Software Engineer II

Develop and maintain full stack eCommerce solutions for restaurant and retail partners fitted with microservice backend and lightweight frontend UI. Tackle business problems at multiple stages of software development, from prototyping to product maintenance. Support continuous integration and continuous delivery of software solutions.

Projects

Aloha Order Direct
Modern web-based eCommerce restaurant solution
- Deliver reusable React components and hooks that are grounded in best practices for languages and libraries.
- Guarantee reliant and quality software by reviewing code for frontend changes.
- Optimized application performance by identifying and improving Redux state management implementation.
- Ensure timely feature resolutions by coordinating with cross-functional teams across multiple time zones.

Silver Commerce
Lightweight web-based eCommerce solution for SMB
- Identify, research, and resolve customer issues in a timely manner as needed.
- Delivered reliable, automated deployments by migrating the CI/CD process to GitOps with Kubernetes and GCP.
- Safely reconciled unexpected discrepancies by updating user data with PostgresQL.
- Ensured customer payment information is handled securely by raising the application to PCI compliance.

Responsibilities

Guarantee code that is reliable and accessible.
- Improve internet equity by delivering performant, WCAG-compliant code.
- Triage issues efficiently through developer tools and browser extensions.
- Increase code confidence by writing and maintaining unit tests and end-to-end tests in Jest and Playwright.

Optimize team performance by automating workflows through GitHub Actions.
- Migrate deployment structure using GitOps, Kubernetes, and GCP while coordinating across four teams.
- Increase efficiency through workflows that publish notifications, promote deployments, and validate reviews.

Responsibilities (cont'd.)

Support quality code by mentoring junior engineers and transferring knowledge.
- Encourage employee growth by influencing junior engineers during pairing sessions.
- Ensure quality code by offering constructive feedback in code reviews.
- Maximize available knowledge by regularly updating documentation on code and software architecture.

Foster a collaborative and innovative work environment to improve product development.
- Spearheaded company-sponsored events like Advent of Code to boost morale and employee growth.
- Increase team performance through scrum ceremonies such as grooming, planning, demos, and retros.
- Understand best software practices by reading and discussing library documentation with teammates.

Applied Academic Experience

Improving Perception for Color Vision Deficiency   Jan 2024 - Mar 2024
- Delivered a prototype for an augmented reality color perception mobile application, reducing task completion time by 840%.
- Generated four interactive prototypes through Figma for demonstration and evaluation.
- Utilized graduate-level Human Computer Interaction concepts and skills as several design decisions were rooted in HCI.
- Employed research and data processing to guide design decisions throughout the design lifecycle.

2D Web Game: Essential Workers   Aug 2020 - Dec 2020
- Maximized user engagement and accessibility for a web-based game through HTML, CSS, and JavaScript.
- Collaborated on game design with a cross-functioning team of five members.

3D Unity Game: Princess Duchess   Mar 2019 - May 2019
- Implemented a fully functioning game with a close team of four members leveraging Unity and GitHub.
- Delivered a cohesive user experience through detailed environmental work, consistent art style, and game feel.

Hobby Projects

Discord Messaging Bots   Jun 2021 - Aug 2022
- Developed a text-based roguelike game featuring procedurally generated environments facilitated through a Discord chatbot.
- Designed a lightweight Discord chatbot framework built on Discord.js to simplify shared interfacing logic across ten different messaging bots.

Skills and Proficiencies

Each skill is rated on a scale of Basic (1), Moderate (2), or Advanced (3).

Languages: JavaScript (3), TypeScript (3), Java (3), HTML/CSS (2), C# (2), Python (2), Scala (1)

Libraries and Frameworks: React (3), Formik (3), Jest (3), Angular (3), Redux (3), Node.js (2), Playwright (2), Yup (2), RTK Query (2), GraphQL (2), Next.js (2), Hibernate (2), Spring/ Spring Boot (2), Cypress (1)

Software and Tools: GitHub (3), DataGrip (3), Kibana (3), Slack (3), Microsoft Teams (3), Visual Studio Code (3), TestRail (3), IntelliJ (2), GitHub Actions (2), PostgresQL (2), GCP (2), Postman (2), Figma (2), SonarQube (2), Unity (1), Kubernetes (1), Docker (1), Apollo (1)

Hobbies and Interests

Devoted Pet Dad | Science Fiction Author | Gaming Enthusiast