

# Joe Cooper

Computers are my life.

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AI Horizons From 2023	I shipped an AI entertainment product. I trained production models; produced corpora; I shipped a real time voice conversation system; I shipped content filters, required by payment processors, which require a high degree of finesse; I advised the client on economical paths to product development; I interviewed and hired developers. I am the primary authority on all technical matters.
Moonshot Marketing From 2023	For Moonshot, I wrote a suite of internal-use data analysis tools. I built and maintain AI sales representatives for multiple websites.
Banqsoft 2021 to 2023	As an application developer, I investigated and resolved incidents for our clients, including Volkswagen and Nodea, using .NET and Microsoft SQL Server.
Codementor 2021 to 2023	<p>I helped professional developers and students as a “mentor”. Clients appear with extremely diverse technical challenges.</p> <p>I've helped in writing an OS X audio driver. I oversaw development of a Gtk-based interface for an industrial control unit. With another client, we delivered a VR demo to investors and model customers. I solved problems involving networking, stereo video decoding and even VR-specific optical experiences.</p>
S&P Global 2018 to 2021	I joined the Polish team during its formation and delivered the team's first microservices to production. I was asked by management to help understand the American team's requirements, so I interviewed the right people and asked the right questions until we had a concrete plan. I was quickly promoted to senior engineer, and later volunteered as scrum master.
Diversido 2012 to 2018	I helped Diversido, a Kiev-based development studio, serve their clients. I built and maintained navigational software for use in the Bakken oil fields in North Dakota. For an Australian-based client, we maintained software for keeping medical test records.
Noble Muffins 2011 to 2016	I shipped a 3D sword-fighting game on Android, Heritage, and wrote visual FX code for Grudger HD. I wrote Turbo Slicer, a real-time geometry slicing kit intended for early-generation mobile devices, such as the iPhone 3GS. I wrote a finite element analysis kit to manage building collapse for the games Construction Machines 2016, Demolish & Build 2017 and Demolish & Build 2018.
Burton Vision, dba. 2006 to 2011	<p>I built an American Sign Language digital publishing system. I personally oversaw deployment at the Georgia School for the Deaf and the Florida School for the Deaf and Blind, the latter of which is the largest such school in the United States.</p> <p>I built a content purchase delivery system on LAMP with integrated credit card processing. I shipped a Java Swing desktop application with multi-platform video playback using FFMPEG. I had my first exposure to multicore optimisation, and the challenges of targeting multiple CPU architectures.</p>
Rome Leasing 2005 to 2006	My first job in tech; I maintained several eCommerce systems. I photographed and sold horses, horse trailers and vehicles online to customers across the continental United States and Canada.