



Joel Griffith

Software Engineer
Pittsburgh, PA

Cares.

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Experience

Software Engineer

Niche

Pittsburgh, PA
Sep 2016 - Present

Full-stack Software Engineer

ShowClix

Pittsburgh, PA
May 2013 - Sep 2016

Designed, developed, and coordinated the release of a new payment processing engine to support complex orders involving multiple forms of payment

Created an asynchronous, real-time conditional task engine which enabled ticket sellers to have actions performed on their behalf

Designed and developed an ETL framework for fetching, converting, storing, and querying analytics data from various sources

Worked with UI/UX team to create multiple data visualization products utilizing D3

Software Test Engineer Intern

Compunetix

Monroeville, PA
May 2012 - Aug 2012

Performed regression tests on teleconferencing hardware and software

Built and open-sourced an experimental automated testing framework based on the Project Sikuli library †

Computer Science Tutor

University of Pittsburgh at Greensburg

Education

University of Pittsburgh

B.S. Computer Science

2009 - 2013
Summa Cum Laude

Greensburg, PA

Sep 2010 - May 2011

Met with students individually on a weekly basis throughout the fall and spring semesters for private tutoring sessions

Projects

CS1573 - Artificial Intelligence Application Development

University of Pittsburgh

Worked on a team of three to create an SVM classifier for an email corpus

CS1567 - Programming and System Design on a Mobile Robot Platform

University of Pittsburgh

Worked on a team of three to write the software to power an autonomous robot to navigate a maze, utilizing FIR filters to reduce instrument noise and a kalman filter to reduce positioning errors

Contact

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<https://github.com/griffy>

<https://github.com/griffy/sikwidgets>