

Joe Wetzel

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Summary: Java 2 Certified Programmer with 7 years experience in Java seeks a senior developer or architect position which deepens and broadens his knowledge while benefiting the organization, people and society. Specific areas of interest & experience include: Information Security, Extreme Programming, Architecture, Refactoring and Game Theory.

Technologies: Java, Swing, Struts, **J2EE**, Enterprise Java Beans (**EJBs**), JSP, Servlets, JDBC, J2ME, Web Services, SOAP, HTML, XHTML, JavaScript, XML, UML, Unix, SQL, Relational Databases, C, C++, Lisp.

Skills: Extreme Programming, Refactoring, Rational Unified Process, Usability, Information Security, Data Modelling.

Tools: WebLogic (6.1 & 8.1), Tomcat, Eclipse, JBuilder, NetBeans, Ant, ClearCase, ClearQuest, Oracle, Postgres.

Experience:

Capital One – Development Lead/Architect: 11/2001-present

- **Led an 8-person development team to replace a business critical legacy application by augmenting an existing J2EE core marketing application. Used several extreme programming practices during the project.**
- Through refactoring, reduced a significant J2EE application's codebase by over 10% and have identified changes to further reduce the codebase by 10%.
- **Proactively created a \$6.5+ million business case to enhance validation features and justify significant refactoring.**
- Implemented a refactoring prioritization process to ensure the best improvements were made to the codebase.
- Created a Java-based client for a SOAP ASP service. This client had to encrypt and send its traffic through a proxy.
- Wrote an Enterprise Java Bean (EJB) prototype using Weblogic to assist creating mail solicitations.
- Built a web-based human resources tool using Apache's Struts framework and some extreme programming principles.

Netgami – Lead Application Developer: 5/2001-7/2001

- Created and put J2ME MIDlets (Java), such as a chat room/instant messenger client, on wireless devices.

Games.com – Lead Software Engineer/Architect: 7/2000-2/2001

- **Rebuilt the entire web site using JSP. The new site was 20 times faster, had the same functionality, and was built with 1/10 the number of people in 1/4 of the time.**
- As part of a team of 20, helped develop the initial Games.com's web site using Weblogic and Java/J2EE and Blue Martini (a content management system.)

Capital One – Senior Developer: 6/1997-7/2000

- **Led front-end development of a web site where users could order wireless service and phones.**
- Re-wrote several cryptography programs in Java to ensure security for web applications.
- Designed and wrote a Java servlet based web form system allowing users to easily create surveys and polls.

Huey Lewis and the News Official Web Site: 7/1995-Present

- Designed the entire web site. (<http://www.hln.org>)
- Revised the site several times as the HTML standards have changed. Most recently it was converted to XHTML.
- Optimized the graphics for faster download speeds.
- **Created a message board in Java from scratch using JSP pages and Servlets with a Postgres database.**
- Wrote a multi-threaded chat server and a chat room applet.
- **Created reusable trivia and mad libs applets used on the site and by others on multiple web sites.**

Freelance:

- Currently helping rewrite Games.com's game framework and implementations of Scrabble and Yahtzee.
- **Developed a multi-threaded, networked, on-line Java version of the classic board game Acquire.**
- Wrote a Blackjack game applet and ported it to J2ME so it runs on a PalmPilot.

- Created a Language Vocabulary Builder in Java using Swing and deployed it using Java Web Start.
- Prototyped a Text Summarization tool and a web server Log File Analyzer in Java.

Education:

Georgia Institute of Technology: Bachelor of Science in Computer Science 9/1993-6/1997

- Prototyped a three-tiered student course advisor system in Java.
- Prototyped a real-time web auction in Java for an antique dealer.
- **Wrote a natural language understanding system in Lisp utilizing conceptual dependencies.**
- Coded in C the socket-based multi-player functionality of "Mazewar".
- Created a tic-tac-toe-like game and a computer AI opponent for the game.
- Served as an editor of the college newspaper, The Technique.