

# Joe Wetzel

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**Summary:** Experienced, Sun Java 2 Certified Programmer seeks a position which deepens and broadens his knowledge while benefiting the organization, people and society. Specific areas of interest and experience include: Artificial Intelligence, Game Theory, Computer Security, Extreme Programming and Refactoring.

**Skills:** Java (10 yrs, **Sun Java 2 Certified Programmer**), Enterprise Java Beans (**EJBs**), JSP, Servlets, Swing, J2EE, Struts, Weblogic, Tomcat, SOAP, JDBC, J2ME, Extreme Programming, Refactoring, Unix, HTML, XML, UML, Lisp, SQL

## Experience:

SRA – Senior Engineer: 3/2006-Present

- Coordinated development team activities with testing leads, UI designers and others.
- **Led a development team of six to re-architect and rebuild a complex Java Swing front-end of a leading edge DARPA military application.**
- **Created several custom Java Swing components to achieve advanced functionality in Swing.**
- Coordinated and developed a prototype of import/export functionality that allowed events and media to transfer between systems military systems using XML.

Game Table Online – Contract Developer: 4/2004-6/2006

- **Used Game Table Online's framework to build an on-line multiplayer version of a card game called "Battle of the Bands."**
- Worked with Game Table Online remotely throughout the development process.

Blackboard – Developer/Architect: 4/2004-3/2006

- Upgraded Blackboard's SCORM player to comply with significant SCORM standards changes.
- Led a small team of engineers to eliminate over 500 bugs from the Academic Suite product.

Capital One - Development Specialist: 11/2001-4/2004, 6/1997-7/2000

- **Assisted developing an Enterprise Java Bean (EJB) system used to create advertising strategies.**
- 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.
- **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 web form system allowing users to easily create surveys and polls.

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

- Created and put **J2ME MIDlets** (Java) on wireless devices.
- Created and put PersonalJava applications on wireless devices.
- Prototyped a chat room/instant messenger client for wireless devices in J2ME.

Games.com - Lead Java/Web Engineer: 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.**
- Helped develop the initial Games.com's web site using Weblogic and Java/J2EE.

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

- Created the entire web site.
- **Designed and wrote a message board in Java.**
- Wrote chat, trivia and mad libs Java applets.

Freelance:

- **Developed a multi-threaded, networked, on-line Java version of the classic game Acquire.**
- Created a Language Vocabulary Builder in Java using Swing and deployed it using Java Web Start.
- Wrote three articles for a game magazine. ("Signs and Portents" #10 & #17 & #37.)

## Education:

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

- 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.