

Joe Winger

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SUMMARY

Self-taught developer with over 10 years of programming experience, including 3+ years of professional web development, complemented by numerous technical side projects. Adept at building end-to-end solutions, from intuitive front-end user interfaces to robust back-end architectures. Passionate about creating user-focused digital experiences, solving unique problems, and learning new technologies. Highly motivated, enthusiastic, and excited to grow and improve.

EXPERIENCE

Founder, Lead Developer

Stakeout Studio, Ltd.

January 2024 - Present, Lehigh Valley

- Built a digital agency specializing in web development, hosting, and maintenance for local businesses.
- Spearheaded development for client projects, managing the entire lifecycle from initial consultations to deployment and ongoing support.
- Implemented SEO best practices and responsive design to boost client visibility and user engagement.
- Serve as a technical consultant for clients, providing actionable insights and strategies for overcoming technical challenges.
- Grew client websites to a combined total of ~30,000 monthly page views in the Lehigh Valley.

Product Flow, Sales, and Customer Service Specialist

Best Buy

November 2017 - Present, Easton, PA

- Collaborate with product flow team members during weekly replenishment trucks, flexibly providing support where needed.
 - Streamline truck replenishment processes, ensuring consistent and smooth operations week-by-week.
 - Collaborate with management to implement store-wide changes, improving operational efficiency and customer satisfaction.
 - Provide top-tier personalized customer service in a fast-paced retail environment, receiving only 2 Net Promoter Score (NPS) surveys lower than +100 during an 8-year tenure.
 - Leverage a deep understanding of internal tools to resolve complex issues and drive favorable outcomes for customers and the store.
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PROJECTS

Hyzer

Personal Project • hyzer.wiki • April 2023 - November 2023

- Designed and developed an intuitive mobile-first reference application for disc golfers.
- Compiled a comprehensive database of disc statistics and flight patterns, aggregating data from multiple sources.
- Built the front-end using Nuxt.js (Vue), leveraging static site generation to ensure consistent load times under 1 second.
- Managed a Git-based CI pipeline for seamless updates and deployments.

Pain in my Deck!

Personal Project • March 2020 - December 2020

- Developed a web-based “Cards Against Humanity” clone optimized for mobile devices.
- Engineered real-time multiplayer functionality, overcoming technical challenges including user timeouts, cross-platform compatibility.
- Iterated on UI/UX and game features based on user feedback.
- Leveraged Firebase's serverless infrastructure to rapidly deliver new features while immersing myself in a new paradigm.

Other Projects

Various Clients

- **Patreauth** (2022): Authorization server integrated with Caddy reverse proxy to restrict web content to Patreon pledgers.
 - **Soundloader** (2019): CLI tool to download music from SoundCloud and automatically apply relevant ID3 tags.
 - **MTG Cardstock** (2019): Web interface to analyze Magic: The Gathering card price trends over time, similar to a stock chart.
 - **Draft List Generator** (2016): Tool that pulled draft data from Untappd to create printable PDF menus for a 5-beer flight special.
 - **Partay** (2016): Minecraft server plugin allowing party members to join minigames together, deployed to a server with thousands of MAUs.
 - **Creative Plot Plugin** (2016): Minecraft server plugin enabling users to claim and protect plots of land in a creative world.
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SKILLS

Frontend: Astro, React, Vue, JavaScript/TypeScript, HTML, CSS, Tailwind

Backend: Node.JS, Bun, Vite, Python, REST & GraphQL APIs, SQL (Postgres & SQLite)

DevOps: Git, CI/CD, Docker, Cloudflare, Linux (Debian)

Additional Skills: Sales & Customer Service, Project Management, Abstract Reasoning, Technical Communication