Joel Bearn

I am a problem solver who uses both the methodical and creative sides of his brain. Having been a founder, I know how to look at the big picture and the detail. I work hard and take responsibility. I am easy to get along with professionally and socially. *Want to know more? Head to joelbearn.com*



Experience

Founder and Managing Director of Marble App Solutions Limited

Apr 2023 - Present

Procuring clients, understanding their requirements and making a development timeline. Designing wireframes, working with clients to create their vision and apply brand guidelines Developing cross platform applications adhering to industry standards and clean, readable code Creating and deploying websites with Next.js and Vercel Using libraries such as Tanstack Query to handle data fetching with features such as infinite pagination Designing secure database structures using supabase and Row Level Security Uploading builds to the Apple and Google Play App Stores, adhering to their requirements Presenting to client board meetings, noting feedback and making necessary changes in a timely manner Implementing error handling and unit testing Source control with Git and Github Learning new technologies quickly and thoroughly

Associate Developer at Brambles Limited

Oct 2022 - Apr 2023

Working in a small dedicated team to develop an application for processing data from ~1 million IOT tracking devices in real-time (Golang) Responsible for liaising between hardware and software teams

Creating a prototype iOS app, utilising the iPhone's sensors, to simulate a tracking device

Quickly understanding a large codebase

Using Kubernetes and Docker

Education

2019 - 2022	University of Bristol (BSc) Computer Science: 1st Class with Honours	
2011 - 2018	Poynton High School & Sixth Form A Levels: A* Maths, A* Further Maths, A* Physics	GCSEs: 1 A**, 9A*, 1 A

Notable Projects

Google Gemini API developer Competition July 2024

No More Jockeys Training Game - an app to play the word game 'No More Jockeys'. Similar in functionality to chess.com and other such games. Playing against an Al. Multiplayer coming September 2024.

Using the Gemini API to create a cross platform online game

Creating an MVP in 3 weeks, from figma design to published product

Utilising both image interpretation, reasoning and text generation to seamlessly integrate AI into the app

Creating an API to interact with the database, thus creating separation between db and client

NavBand - Final Year University Thesis

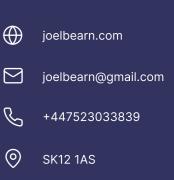
NavBand - a haptic wristband using cutaneous squeezing to aid navigation. The band connects to an iOS application via BLE which relays back the user's current trajectory.

Creating a wristband that provides low latency cutaneous stimuli.

Designing and Developing an iOS app that communicates via Bluetooth Low Energy

CAD using Onshape, 3D printing using Cura

Evaluating the final prototype in the wild on real participants against a vibrotactile wristband which I also created



Languages

Typescript	Excellen [.]
Swift	Excellen ⁻
Kotlin	Proficien ⁻
SQL	Proficien ⁻
Golang	Proficien ⁻
Dart	Familia
Python	Familia
C	Familia

Technologies

React* Next.js* React Native* Expo* SwiftUI* Jetpack Compose

Figma*

Supabase* Firebase* MongoDB PostgreSQL

Git Github

Node.js Express

Tanstack Query RevenueCat

Claude api OpenAl api Google Gemini api*

Clerk auth Kinde auth

Xcode* Android Studio VS Code*

Docker (Familiar) Kubernetes (Familiar)

*Notable strengths