

# 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](http://joelbearn.com)*



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## 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 AI. 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	Excellent
Swift	Excellent
Kotlin	Proficient
SQL	Proficient
Golang	Proficient
Dart	Familiar
Python	Familiar
C	Familiar

## 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  
OpenAI api  
Google Gemini api\*

Clerk auth  
Kinde auth

Xcode\*  
Android Studio  
VS Code\*

Docker (Familiar)  
Kubernetes (Familiar)

\*Notable strengths