

Executive Summary of
Joseph Yoder
President, The Refactory, Inc.

Joseph Yoder is a founder and principal of The Refactory, Inc., a company focused on providing training, mentoring and consulting for software architecture, design, implementation, consulting, and of most facets of software development. Joe specializes in architecture, analysis, and design in the following areas: C#/.NET; Java; Smalltalk; Patterns; Agile Methods; Testing; Adaptable Systems; Refactoring; Reuse; and Frameworks. Additionally, Joe is an accomplished author, having written a few dozen published papers. Joe has presented many talk/keynotes, tutorials, workshops, and published papers at global conferences. Additionally Joe has trained and mentored developers on various types of software applications.



Joe has been a member of the Hillside Group (a non-profit organization dedicated to increasing the quality of life of everyone who uses, builds, and encounters software systems) since 2000 and has been a board member since 2002. Joe served as Vice President of the Hillside Board from 2005 until 2010. In October of 2010 Joe was elected President of the board. Joe has attended all of Pattern Languages of Programming Conferences (PLoP) since they began in 1994, organizing several over those years. He has also helped organize and chair other PLoPs, such as SugarLoaf PLoP held in Brasil, ChiliPLoP held annually in Arizona, and AsianPLoP.

Joe has presented tutorials, talks, and papers at conferences such as OOPSLA, ECOOP, SATURN, CBSOft, SBES, Agile Portugal, Encontro Ágil in Brazil, AOSD, JAoo, QCon, SPLASH, and PLoP(s). He has organized tracks at QCon, panels and workshops at OOPSLA and ECOOP, and helped organized a web 2.0 workshop at the TOOLS conference in Europe. His design pattern, adaptive object model, and architecture related papers have been published in various conference proceedings and industry journals.

Career Highlights

Joseph W. Yoder evolved from the Software Architecture and Patterns group at the University of Illinois. Joe has worked on various projects during his career that has incorporated many technologies. These range from stand-alone to client-server applications, web applications, web services, cloud computing, service oriented architecture, multi-tiered, various databases, object-oriented, frameworks, human-computer interaction, collaborative environments, and domain-specific visual-languages. In addition these projects have spanned many domains, including Medical Information Systems, Ordering, Import, Invoicing, Print, Shipping, Warehouse Management, Manufacturing, Medical Examination, Statistical Analysis, Scenario Planning, Client-Server Relational Database System for keeping track of shared specifications in a multi-user environment, Telecommunications Billing System, and Business & Medical Decision Making.

Joe Yoder has provided consulting, mentoring, training, and software development solutions from small to medium sized businesses, as well as to Fortune 500 companies. He has worked at NCSA, developed medical systems for the Illinois Department of Public Health, and implemented secure and scale-able commercial systems for a number of companies.

During the course of his career, Joe has:

- Provided training and consulting to many Fortune 500 clients, including Cisco, Iron Mountain, Motorola, and Caterpillar.
- Written numerous papers including the Big Ball of Mud paper with Brian Foote, given talks, and presented tutorials on patterns, architecture, meta-modeling, and adaptive object models. Joe has become a world-renowned expert on building Adaptive Architectures and Agile System Design.
- Led a team of developers to create many applications in the .NET environment for enterprise scale architecture systems.
- Worked with Java and the .NET environment to help teams deploy adaptive systems and domain-specific languages for various clients.

Training, Consulting, and Mentoring

Joe takes an active role in creating and developing interactive and informative training and mentoring formats for programming, design, and best practice lessons in the following areas.

- Agile Design and Estimating
- Introduction to Agile Projects and Agile Development
- Agile Best Practices - Beginners, Intermediate, and Advanced Courses
- Introduction to Testing and Testing Best Practices
- Test Driven Development Beginners, Intermediate, and Advanced Courses
- Software Configuration Management and Version Control
- Developing and Testing Enterprise-Level Services and .NET Web Services
- Java/C#/.NET Development - Beginners, Intermediate, and Advanced Courses
- Object Oriented Design - Beginners, Intermediate, and Advanced Courses
- Advanced Object-Oriented Development for Java/C#/.NET Programmers
- Design Patterns Beginners, Intermediate, and Advanced Courses
- Beginners and Intermediate Refactoring and Testing Courses
- Advanced Refactoring and Continuous Integration Testing
- Building Dynamic Systems (Adapting to Changing Business Requirements)

"Software is still too hard to change. With good patterns and by putting adaptable software in the hands of the people with the domain knowledge to change it, is a promising avenue to solve this problem."

- Joseph Yoder

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