

Jordan Lieter

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SUMMARY

Software developer with interests in microservices, machine learning, and data, looking to transition to a more technology focused role.

SKILLS

- ❖ Java, Maven, and Apache Software
- ❖ Multithreading, RESTful API, and Microservice Architecture
- ❖ Python and Data Science Libraries
- ❖ Cloud, Distributed, and SQL Databases
- ❖ Shell Scripting and Linux Architecture
- ❖ Agile Methodology using Jira, Bitbucket, and TeamCity

EDUCATION

New Jersey Institute of Technology

Graduated Cum Laude: 2020

- ❖ Bachelor of Science in Computer Science
- ❖ Relevant Coursework: Intro to AI, Data Science, Advanced Data Structures and Algorithms, Selected Topics: Cryptography, Advanced Programming in Linux

PROFESSIONAL EXPERIENCE

TD Securities – Software Engineer

June 2019 – Present

- ❖ Gained experience through an internship and a rotational program over the course of two years on a selection of five teams to learn a broad set of skills and contribute to production level applications before selecting a full-time team.
- ❖ Developed an Access Log Service to create a cost center from an in-house microservice architecture platform, allowing developers to eventually fund projects directly.
- ❖ Responsible for End-to-End loader service including three step process of:
 - Loading from various external vendor sources to an HDFS file database in CSV form for audit purposes.
 - Aggregating CSV files to transform and parse data and load to a central info platform.
 - Creating Autosys jobs to automate daily EOD tasks for each metric and system.
- ❖ Developed a working understanding of multiple related platforms including:
 - A transform service dedicated to doing post load metric calculations.
 - A config service dedicated to describing how metrics were defined and what values the transform service pulled from.

PROJECT EXPERIENCE

NEAT Algorithm implementation of Snake

November 2019

- ❖ Created an AI to solve Snake Game in a multi-agent environment using NEAT algorithm.
- ❖ Implemented a Genome Structure including Species, Augmented Topology, and Mutation
- ❖ Built Snake environment in PyGame from scratch with abstracted population and features.