JORDAN LIEBLING

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Skills

- Languages: TypeScript/JavaScript, C#, PHP, HTML/CSS, XAML, SQL
- Tools: Visual Studio (Code), SQL Server Management Studio, Postman, TFS, Git
- Other: MEAN Stack, WPF, Microsoft Office Suite, ASP.NET WebAPI, SAP

Experience

Lonza Inc. – Software Engineer (Full Stack) (February 2018 – Current)

- Developing MODA-ES (http://bit.ly/MODA-ES), MODA-EM (http://bit.ly/MODA-EM).
- Working in a team setting in two-week *sprints* to develop features that will then be tested and implemented into a larger release.
- The team uses TFS for its version control, task management, building releases, reporting bugs, and all other team management needs.
- Worked on internal projects using Angular, Node.js, ASP.NET Web API, Progress Telerik for Angular, KnockoutJS, a SQL database

IPC Inc. - Software Engineering Intern (Summer 2017 - Winter 2017)

- Worked with senior engineers and senior IT members on company tasks as the company moved toward an agile software development process to build and maintain its cloud platform, Unigy 360. (http://bit.ly/Unigy-360-IPC)
- Took part in IPC's transitional phase and strategic direction from a hardware focused company to software (Unigy 360).
- Helped improve workflow within the customer support ticket system, Remedy.
- Worked with: VMWare, SQL, Data Analytics, customer satisfaction, Business Objects reports, JavaScript, java.

Graphite GTC Software Engineering Intern (Winter of 2014/15 and Summer of 2016) (https://graphitegtc.com/index) (formerly Enterprise Cloudworks)

• Worked in an agile environment to test and report bugs on systems built with Graphite

Education

Monmouth University | BS Software Engineering | West Long Branch, NJ

- Project manager for group senior practicum.
- Founder and unofficial advisor for Monmouth University Esports; Ex-captain/manager of Overwatch Team for TESPA league
- Elected official and a founder member of Monmouth Gamers United