

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 to be tested and implemented in 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, and SQL Server

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 founding member of Monmouth Gamers United