

Jordan M. Elliott

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Objective

Determined and thorough, junior dual-degree computer engineer with a focus in robotics. Adept in applying extensive principles, approaches, and algorithms in Java and C/C++. Exhibits these skills to nontrivial problems in software, computing, and design architecture, providing a well-rounded candidate. Seeking an internship in Computer Engineering and software development starting Summer 2023.

Education

Georgia Institute of Technology | Atlanta, GA

Bachelor of Science in Computer Engineering, GPA 3.20

January 2022 – Present

Expected Graduation, Dec 2024

Morehouse College | Atlanta, GA

Dual-Degree Engineering Transfer with 118 Credit Hours,
Bachelor of Science in Applied Physics, GPA 3.43

August 2018 – December 2021

Expected Graduation, Dec 2024

Experience

Carrier | Atlanta, GA

May – August 2021

Data Engineer Intern / Sales Department

- Engaged in various projects handling big data using Microsoft software such as Excel, PowerPoint, and Power BI that increased data storing efficiency and organization by 23%.
- Created a catalog of product data in PowerPoint for more than 50 sales representatives in the Inside Sales Department.
- Built a dashboard through Microsoft Power BI, using the SQL Query and Dax, that kept track of warehouse inventory and the finished product was launched, effecting the more than 53,000 employees in the company.

Skills

Programming: Java, C/C++, Swift, SQL, DAX, MIPS, HTML

Hardware: FPGAs, oscilloscope, logic analyzer

Software: Altera Quartus II, NI LabVIEW, GitHub

Professional Organizations: National Society for Black Engineers, National Society of Collegiate Scholars, National Society of Leadership and Success

Communication: Design proposals, technical reports, presentations (large and small audiences)

Languages: English (fluent), Spanish (beginner)

Projects

JavaFX Graphic Design

Fall 2022

Individual / Computer Science Department, CS 1331

- Designed a multi-windowed program with a Graphics Design window and a UI Food truck window.
- Created a very detailed replica of the Georgia Tech 'Buzz' mascot using ellipses, cubic curves, circles, polygons, and arcs. Added an animation for Buzz's wings.
- Designed a UI of an online food truck window using visuals, buttons, and mouse events/actions.

Battleship Game

Fall 2020

Team role: Lead / Computer Science Department, HCSC 110

- Prepared a presentation with a partner to explain how the game performs and how we designed the game using OOP.
- Applied objects, functions, and arrays to code a working battleship game in C++.

Leadership

UPS Community Scholars | Atlanta, GA

August 2021 – December 2021

Co-Lead Scholar

- Completed impacts for group events: All-Scholar Meetings, Fickett Day, UPS Foundation quarterly meetings, etc.
- Mentored other scholars as needed to maintain their best professional and healthy self via weekly check-ins with all scholars.