JORDAN ROBERT FREITAS

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EDUCATION

2018 **UNIVERSITY OF WASHINGTON**, Seattle, WA
Bachelor of Science in Informatics, Minor in Entrepreneurship

2014 **GREEN RIVER COLLEGE**, Auburn, WA
Associates of Science Degree in Computer Science/Engineering

PROJECTS (apart from my work with deCervo)

"Chowbox" **Rapid Prototyping, User Experience Research, and Mobile Interface Design**
In a small team, engineered and built a temperature controlled "box" used to keep food fresh as part of our new, mobile application based food pickup system. InVision App Prototype: https://invis.io/H37BC9PSG

"Stock Up" **Designing for Disaster, User Experience Research, Prototyping**
User Testing and app prototyping to solve problems in disaster situations. Process includes blast surveys, in-person surveys, and interviews. Solution iterations with potential users were conducted through paper prototypes, wire-framing, and low fidelity working prototypes. InVision App Prototype: https://invis.io/5C9L84EEU

"Loops OS" **Mobile Operating System Design, User Flow Diagramming**
Wire-framed and made user flows for a brand new mobile operating system, formulated a design language and designed core apps. Sizzle Slides Link https://drive.google.com/file/d/0BwZrUtGyvIaDMjdtUFkta2RENHc/preview

Infographic **Design Thinking, wire-frame and data-graph mastery.** Website: http://jordanfreitas4.wixsite.com/infovis-2015

RELEVANT KNOWLEDGE/RESEARCH INTERESTS

- Prototyping/Interaction Designing in Sprint Iterations (mostly agile methods)
- Project Management, Interviewing and directing web/server developers
- Mobile Operating System Design (Research, User Interactions, Wireframes, User Testing)
- Database/Server Side (SQL, Couchbase(noSQL), Spark, Django)
- Mixed Reality and Mesh Processing Applications (De-mod HoloLens, ODG, Magic Leap mesh processing systems)
- Object Oriented Programming with Algorithm/Data Structure Studies including Data Optimization
- Web Programming (React, Bootstrap, JavaScript, JQUERY)
- Mobile Android Development (Java, Android Studio, Unity)

SKILLS

- Programming languages worked in include R, Java, C++, SQL, XML, Python, C#, JavaScript, HTML, CSS, JQUERY, PHP, web frameworks (react, bootstrap), and coupled software i.e. Android Studio, Git, Unity
- Work in Reaper: recording arrangement, editing, mixing, and rendering of audio
- Design, Prototyping, and User Testing using applications: Adobe Illustrator, Photoshop, Muse, inVision, Axure, Unity, Figma

WORK EXPERIENCE

2016-Present **deCervo LLC. – UI/UX Designer, Web/Unity Developer**
UI/UX designer of company based in New York City. Company runs EEG testing on Major League, College, and Prospect baseball teams. Redesigning testing application/game for players to use, including online web based profile (frontend and backend). **Designing and developing the testing application in Unity for transfer into marketable systems for players to use.** Restructuring/developing online web player profiles (front end and backend) for both the players and managers. **Lead in complete redesign and development of new website. Interviewed, managed, and directed web and server developers both domestically and internationally.** Site can currently be viewed at decervo.com.

2014 – Present **UNIVERSITY OF WASHINGTON STAFF – Sound Technician**
Live sound mixing using a professional sound system and sound board, Band sound checks, Microphone Assistance/Set-Up, set-up and take down of sound equipment, microphones, speakers etc.

2014 - Present **UNIVERSITY OF WASHINGTON STAFF - Events/Facility Service Assistant @ Husky Union Building**
Primary duties include working in-person with clients to run large scale events (avg. 500-2000 people), concerts, conferences, speeches, weddings, etc. Tasks include custom set-up, audio/visuals support, and providing customer service needs to make sure the events are successfully executed.

2011 – Present **PERSONAL COMPUTER BUSINESS**
Restoring, buying/selling computer parts and troubleshooting for successful computer operation.