Jordan Winslow

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PROFILE

Accomplished Frontend Software Engineer specializing in React with 13+ years of experience launching and scaling high-stakes startups from zero to hundreds of thousands of users through innovative TypeScript and Node / NestJS solutions. Expert in full-stack system design, code optimization, debugging, testing, API integration, and UX/UI best practices using component-based architecture, while leading teams with strong collaboration, communication, and problem-solving skills.

WORK EXPERIENCE

01/2025 – present

Principal Software Engineer
Liminal Foundation Games
See Portfolio for Video of this project!

- Designed & implemented reusable, modular drag and drop UI components, managing deeply nested state across separate interfaces and async events.
- Improved game navigation and UI state visualization by designing & architecting an interactive map with animated node based pathfinding.
- Achieved near-instant load times by optimizing performance with texture preloading, lazy loading, code splitting, and caching during page transitions.
- Elevated developer productivity by integrating audio, video, and text APIs with a focus on intuitive design and innovation.

11/2023 – 01/2025
San Francisco,
United States

Principal Full Stack Engineer
Caret Health

- Scaled platform to support 500,000+ patients by architecting frontend and backend infrastructure using TypeScript, React, NestJS, MySQL, Docker, AWS, Vite, Babel, ESLint, WebSockets and REST APIs.
- Reduced admin dashboard load times by 80% (from ~5s to ~1s) through lazy loading, virtualization, pagination, infinite scrolling, server/client query caching, and Lighthouse metrics optimization.
- Enhanced security and collaboration by implementing multi-tenant RBAC authentication, delivering customized dashboards for clinical and technical users.
- Streamlined healthcare operations by mastering medical APIs under tight deadlines to synchronize thousands of records with Epic and Stanford EMRs, ensuring rigorous compliance and data integrity.
- Strengthened team capabilities as SCRUM Master by leading Agile meetings & mentoring 5 developers via code reviews and coaching, resulting in better collaboration, higher code quality and innovative problem-solving.

WORK EXPERIENCE

06/2023 – 11/2023

Software Engineer
L3Harris Technologies

- Developed React micro frontends for classified military hardware, meeting stringent federal compliance standards.
- Increased tooling reliability and simplified maintenance by refactoring legacy JavaScript to TypeScript with ESLint enforcement, accelerating debugging and testing processes.
- Amplified team efficiency by building a JSON form framework, enabling backend developers to construct complex UI workflows quickly.
- Optimized real-time system performance by implementing gRPC and WebSockets for seamless communication across microfrontends and microservices.
- Expedited deployments and collaboration by automating integration and end-to-end testing with Jenkins, Maven, Cypress, and Puppeteer, minimizing errors.

01/2020 – 06/2023
San Francisco,
United States

Lead Front End Engineer
Harmonize Health

- Led and mentored 9 engineers in delivering remote patient monitoring tools with React, React Native, NestJS & TypeScript prioritizing compliance.
- Rapidly promoted into leadership for going above and beyond, assisting full stack, owning critical features that drove operational success.
- Built a custom React CRM with MVC architecture, replacing Salesforce and saving $68,000 annually while improving UX & accessibility.
- Ensured lag-free visualization of 1,000,000+ daily biometric readings by engineering customizable charts with lazy loading, code splitting, and performance optimization.
- Multiplied data capacity by 500x through migrating ingestion from MySQL to InfluxDB, enabling robust growth in patient data handling.

02/2012 – 06/2023

Frontend Software Engineer
Freelance Consultant

Assembly Kitchen (2023):
- Implement Figma designs for early stage food delivery startup, determining foundational frontend software architecture using TypeScript, Vite, React, Tailwind, Next.js and AWS.
- Leverage React Router, Final Form & schema validation allowing users to configure a specialized recurring delivery based on their preferences.

Retro Game Club (2016-2018):
- Engineered an eCommerce platform with a multistep arcade machine configuration workflow supporting dozens of variations using JavaScript, CSS & HTML.
- Implemented shaders, themes and a customized Linux distribution for game emulation across dozens of consoles.
- Integrated secure payment & delivery tracking systems under tight deadlines.

Electronic Music Classroom(2012-2016):
- Built a learning management system with gamification, forums and music catalog, scaling to 8000+ monthly users using WordPress, PHP, CSS & JavaScript.

SKILLS

– LANGUAGES

Expert	Intermediate
TypeScript, JavaScript, HTML, CSS, GML, SQL	**Java, C#, Python, GraphQL**

– FRAMEWORKS

Expert	Intermediate	Limited
React, NestJS (Node)	**Next.js, Spring**	**Vue, Angular, Gatsby**

– TOOLS & LIBRARIES

Expert	Intermediate	Limited
Twilio, MaterialUI, Tanstack, React Router, Redis, Vite, Docker, Babel, ES Lint, Figma	**GraphQL, Tailwind CSS, Circle CI, Webpack, Sentry, Sendgrid**	**Jenkins, Maven, Bitbucket, n8n, Unity**

– OTHER

Security	AWS	Concepts	Collaboration
OAuth 2.0, OIDC, SAML, SOAP, SOC 2, SSO, Auth0, Clerk	**RDS, Elastic Beanstalk, CloudFront, S3**	**OOP, SOLID, MVC, REST, Microservices, Agile**	**GitHub, Jira, Confluence, Clickup, Slack, Teams,**

SOCIAL MEDIA

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