Jordan Winslow

- **Address:** Rochester, NY • **Phone:** (585) 603-3221
- **Email:** jwinsemail@gmail.com • **Portfolio:** https://JordanWinslow.dev
- **GitHub:** https://github.com/JordanWinslow

Profile

Frontend focused software engineer and React expert with a 10+ year track record developing cutting-edge TypeScript and Node applications for a diverse range of products including high-stakes medical & defense contracts.

Proven leadership in architectural innovation and mentoring teams to success, with recognition from industry titans like Stanford Healthcare for delivering game-changing healthcare integrations.

Please take a look at my bleeding-edge portfolio and github contributions!

Work Experience

01/2025 – present

Principal Software Engineer
Liminal Foundation Games
See Portfolio for Video of this project I created from scratch as a solo developer

- Designed & implemented reusable, modular drag and drop UI components, managing deeply nested state across separate interfaces and async events.
- Built an interactive map with animated node-based pathfinding, enhancing navigation and visualization of complex game states.
- Achieved the perception of near-instant load times by optimizing performance with texture preloading and caching during page transitions
- Implemented audio, video & text APIs with a focus on developer experience and ease of use.

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

Principal Full Stack Engineer
Caret Health

- Built frontend and backend architecture, deploying scalable infrastructure with React, NestJS, and AWS for a platform serving 500,000+ Patients.
- Utilized lazy loading, virtualization, pagination, infinite scrolling, server and client query caching to reduce admin dashboard load time from ~5s to ~1s.
- Implemented multi-tenant authentication and role based (RBAC) authorization to provide unique UI dashboards for clinical staff and technical managers.
- Learned new medical APIs under tight deadlines to orchestrate an integration with Stanford & Epic Electronic Health Records, synchronizing tens of thousands of medical records with strict compliance and security standards.
- Mentored and led 5 developers through code reviews and 1-on-1 coaching, fostering collaboration and elevating code quality.

Work Experience

06/2023 – 11/2023

Software Engineer
L3Harris Technologies

- Developed React micro frontends for classified military hardware, meeting stringent federal compliance standards.
- Refactored and improved legacy JavaScript tooling, migrating to TypeScript, enforcing ESLint to simplify complexity and ensure reliability.
- Created a JSON-based form framework, empowering non-React developers to build intricate workflows and boosting team efficiency.
- Implemented gRPC and WebSockets to enable real-time communication across microfrontends and microservices.
- Implemented automated integration and end-to-end testing with Jenkins, Maven, Cypress & Puppeteer for rapid debugging and collaboration.

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, NestJS & TypeScript prioritizing compliance and accessibility.
- Rapidly promoted into leadership for going above and beyond, assisting full stack and taking ownership of critical features.
- Built a custom React CRM with MVC architecture, replacing Salesforce and saving $68,000 annually while improving UX.
- Developed customizable charts to render 1,000,000+ daily biometric readings without performance loss.
- Migrated real-time data ingestion from MySQL to InfluxDB, scaling capacity by 500x to support growing patient data needs.

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
TYPESCRIPT, JAVASCRIPT, HTML, CSS, GML, SQL

Intermediate
JAVA, C#, PYTHON, GRAPHQL

– FRAMEWORKS

Expert
REACT, NESTJS (NODE)

Intermediate
NEXT.JS, SPRING

Limited
VUE, ANGULAR, GATSBY

– TOOLS & LIBRARIES

Expert
TWILIO, MATERIALUI, TANSTACK, REACT ROUTER, REDIS, VITE, BABEL, FIGMA

Intermediate
GRAPHQL, TAILWIND, CIRCLECI, WEBPACK, SENTRY, SENDGRID

Limited
JENKINS, MAVEN, BITBUCKET, N8N, UNITY, ANGULAR, VUE

– OTHER

Security
OAUTH 2.0, OIDC, SAML, SOAP, SOC 2, SSO, AUTH0, CLERK

AWS
RDS, ELASTIC BEANSTALK, CLOUDFRONT, S3

Concepts
OOP, SOLID, MVC, REST, MICROSERVICES, AGILE

Social Media

Linkedin

GitHub

Twitter

Facebook