

JORDAN WINSLOW

PRINCIPAL SOFTWARE ENGINEER

📍 Charlotte, NC

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SUMMARY

Technology leader and early-adopter with 10+ years of experience architecting and scaling high-stakes startups. Proven track record in AI/LLM platform development, full-stack system **architecture**, and engineering team **leadership**. Expert in translating technical innovation into business value, with deep experience in compliance, security infrastructure, and cross-functional **collaboration**.

EXPERIENCE

Principal Full Stack Engineer | *July 2025 – Present*
ABV Systems, Inc.

- Designed and implemented AI guardrails system end-to-end, providing real-time input/output validation for enterprise LLM deployments
- Redesigned onboarding & authentication flows, LLM tracing UI, and billing integrations, reducing time-to-value for new customers

Principal Full Stack Engineer | *November 2023 – January 2025*
Caret Health

- Engineered continuous EMR integration layer handling thousands of patient records with rigorous data integrity & compliance
- Built high-performing engineering culture as SCRUM Master, leading Agile ceremonies, planning sessions and mentoring 5 developers

Software Engineer | *June 2023 – November 2023*
L3Harris Technologies

- Architected microfrontend systems for classified military hardware meeting stringent federal security standards & stakeholder requirements
- Served as SCRUM Master, leading team through planning and development of sophisticated real-time communications software

Lead Frontend Engineer | *January 2020 – June 2023*
Harmonize Health

- Rapidly promoted into leadership for exceptional performance, leading a team of 9 engineers in the development of high-stakes medical software
- Developed and deployed modern patient monitoring application within Epic proprietary software receiving accolades from Stanford Medical

SKILLS

- JavaScript & TypeScript (10+ Years)
- Expert in **Frontend** architecture and best-practices, notably experienced in the React ecosystem & NextJS
- **Compliance** and web **security** standards such as SOC2, HIPAA, OAuth, OIDC, OWASP & CSP
- **Backend** architecture patterns such as Web-Queue-Worker, CQRS, MVC & Dependency Injection
- **Database** modeling, notably MySQL, PostgreSQL, Clickhouse, & InfluxDB
- ORMs, notably TypeORM, MikroORM & Prisma
- **DevOps** practices such as CI/CD, Monitoring, Logging & Automated testing
- **LLMs & AI** observability, tracing, telemetry & prompt engineering
- **Leadership** in Agile teams, SCRUM master, fostering communication, planning, iteration & retrospective analysis

REFERENCES

- **Kevin Zhao**
CEO of Caret Health
- **Vlad Stepanov**
CEO of ABV Systems Inc.

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ADDITIONAL EXPERIENCE

Founder & Principal Software Engineer | *January 2025 – Present*

Liminal Foundation Games

- Single-handedly designed, architected & built a complete game engine encompassing data management systems for dozens of entity types, narrative scripting framework, custom render pipeline, and original UI component library. **Tech Demo:** <https://tinyurl.com/JordanWinslow>

Frontend Software Engineer | *February 2012 - June 2023*

Freelance Consultant & Startup Founder

- **Miscellaneous Projects (2012 - 2016)** - Partnered with founders & small business owners to establish scalable frontend architecture during critical early-stage development. Projects range from shopify & magento ecommerce platforms to private practice law firms & restaurants
- **Assembly Kitchen (2023)** Established foundational frontend architecture for food delivery startup using TypeScript, React, Next.js, and AWS
- **Retro Game Club (Founder 2016 - 2018)** Delivered end-to-end solutions spanning eCommerce, payment systems, and custom operating system configuration for custom-built retro gaming platform
- **Electronic Music Classroom (Founder 2012 - 2016)** Built and scaled learning platform to 8,000+ monthly active users

HOBBIES

- Game Development
- Juggling things that are on fire (literally)
- Creating educational content for developers
- Committing to open source projects
- Reading about emerging tech
- Photography (Architecture & Nature)
- Horror movies
- Board games no one has heard of
- Designing resumes from scratch instead of just using a template
- Making bulleted lists