

Jordan Cannon

Software Developer

(262) 496-7428

& Kenosha, WI

☑ LiteracyFanatic@gmail.com

in linkedin.com/in/jordanmcannon

github.com/LiteracyFanatic

= jcannon.dev

Summary

I've always enjoyed creating things and solving problems. That coupled with my interest in mathematics led me to study mechanical engineering. In school, I had the opportunity to program industrial robotic equipment, write scripts to process and visualize experimental data, and simulate various fluid and thermodynamic systems. While mechanical design and 3D modeling remain fascinating to me, my focus has shifted to computer programming.

I am familiar with a variety of web development technologies including traditional server-rendered web pages, single page applications, and REST APIs. I have experience with the design and maintenance of relational databases and deploying applications to both Windows and Linux environments. I've also written automation scripts and plugins for office products and CAD software.

Recently I've been managing infrastructure in AWS and maintaining CI/CD pipelines. I've also been experimenting with AST-driven refactoring techniques and agentic workflows to increase code quality and test coverage in large existing codebases.

Skills

C# (F# (SQL	ASP.NET
JavaScrip	t T	ypeScript	Bash
PowerShe		Windows	Linux
Web Scra	ping	Data V	isualization
React	MUI	Git	AWS
Nest.js	(AI)	Linear Pr	ogramming

Experience

Freelance Software Developer

February 2021 - Present

I work as a full stack developer using .NET and web technologies on projects like:

- A video archive where users can upload and share their life stories
- Admin interfaces with complex forms
- A web scraper and leaderboard for a football betting proxy service
- An AutoCAD plugin using Linear Programming to optimize Civil Engineering worflows and vastly reduce required earthwork
- Architecting a multi-tenant facility management application

Product Engineering Intern at Heraeus Electro-Nite

June 2018 - August 2018

I collaborated with another intern to build a 3D Parts Database from existing 2D drawings using Autodesk Inventor. I produced over 800 parts, drawings, and assemblies which included thermocouples, samplers, and other components for the steel industry. I also wrote programs to extract product information from SAP and to automate workflows in Excel and Inventor.

Assembler at Factory Cat

July 2017 - August 2017

Mechanical Engineering at Milwaukee School of Engineering

2015 - 2018

Not completed. Senior standing. GPA: 3.6