Krzysztof Jordan

Software Engineer at Facebook

Summary

N/A

Experience

Software Engineer at Facebook

June 2017 - Present

Teacher Assistant at University of Pennsylvania

September 2016 - December 2016 (4 months)

Whilst TA'ing Intro to Machine Learning I helped students understand machine learning concepts, and aided with the implementation of these algorithms in python. Also I helped grade homework assignments and generate test questions.

Software Engineer at Inbox App

September 2014 - August 2015 (1 year)

At Inbox I was responsible, along with another developer, for maintaining the android version of the messaging application. Through the minimalist design of its interface, the application puts the focus on conversation, but it also has unique features such as being able to delete a message before the recipient reads it. My duties involve adding new features and functionality, and fixing any bugs which are discovered through testing or user crashes. I was also involved in the design process for future features. The application is currently available on the Play Store under the name: Inbox Messenger - Chatroom App.

Grader for Intro to Computer Science Honors at Stevens Institute of Technology

September 2014 - December 2014 (4 months)

Duties included grading assignments in Java, as well as assignments concerning basic computer science concepts.

Software Engineering Intern at Scalable Display Technologies

May 2014 - August 2014 (4 months)

During my internship at Scalable Display Technologies, I helped upgrade their internal working environment from Visual Studio 2008 to Visual Studio 2013. This involved ensuring that over 100 projects, which used a mix of C++(managed and unmanaged) and C#, were successfully ported and retained their functionality. My other duties involved adding features requested by customers and resolving bugs. I have also added DirectX11 support into the SDK and wrote DirectX samples which were distributed to the customers.

Course assistant for Parallel Programming for Many-Core Processors at Stevens Institute of Technology

January 2014 - May 2014 (5 months)

Duties included grading CUDA assignments which were written primarily in C/C++ in a Windows or Linux environment.

Course Assistant for Concurrent Programming at Stevens Institute of Technology

September 2013 - December 2013 (4 months)

Duties included helping students with writing programs using C, C++, and Erlang in a Linux environment, as well as grading the assignments.

Mobile Application Developer at The Frick Collection

May 2013 - December 2013 (8 months)

I have worked on creating a mobile application for the Frick Collection, using Actionscript 3.0 and the Adobe Gaming SDK. This application provides news, information about artworks on display, and audio tours. I helped with the design of the application, as well as the implementation of key components such as the audio player present in the application. This app is currently available in the App Store and Google Play Store under the name: Frick Collection.

Course Assistant for Systems Programming at Stevens Institute of Technology

January 2013 - May 2013 (5 months)

Duties included helping students with writing programs using C in a Linux environment, as well as grading the assignments.

Education

University of Pennsylvania
Master's degree, Computer Science, 2015 - 2017
Stevens Institute of Technology
BS, Mathematics, 2011 - 2015
Stevens Institute of Technology
BS, Computer Science, 2011 - 2015
Stevens Institute of Technology
Minor, Physics, 2011 - 2015
Stevens Institute of Technology
Master of Science (MS), Computer Science, 2011 - 2015

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