

Jordan Freeman

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Summary

Full-stack developer focused on AI systems, real-time data platforms, and cross-platform applications. Creator of Overna (ØVERNA) — merging AI, music technology, and motorsport intelligence. Specializes in designing and engineering **working prototypes** that demonstrate advanced technical capabilities and potential real-world applications.

Technical Skills

- **Languages:** TypeScript, JavaScript, Python, SQL, C++
- **Frameworks:** React, Next.js, Vite, Node.js, Express, Electron, FastAPI, JUCE
- **UI/Styling:** Tailwind CSS, Framer Motion
- **Databases:** SQLite, PostgreSQL (Drizzle ORM)
- **AI/ML:** OpenAI API, Ollama, Stable Diffusion
- **Tools/DevOps:** Git, Docker
- **Additional Keywords:** SaaS, Real-Time Systems, Prototyping, Cross-Platform Development

Projects (Prototypes)

- **RACETEK (Prototype)** – Developed an AI-powered race strategy platform simulating real-time telemetry analysis; demonstrated pit stop timing, tire degradation tracking, and fuel strategy optimization.
- **ØVERNA Composer (Prototype)** – Built an autonomous DAW assistant for MPC/Ableton; generates MIDI/audio, applies real-time CC automation, and integrates AI-driven workflows for music production.
- **SYNTERRA OS (Prototype)** – Engineered a modular local AI operating system with agent backend, real-time frontend, and persistent memory; demonstrated autonomous task execution and modular expansion.
- **Ærmorix (Prototype)** – Created an AI-driven security monitoring tool; implemented proof-of-concept for threat intelligence feeds, anomaly detection, and file integrity validation.

Experience

Independent Full-Stack Developer

2024–Present

- Engineered multiple **proof-of-concept builds** across AI, SaaS, and creative technology.
- Developed RACETEK prototype demonstrating real-time motorsport telemetry strategy.
- Built ØVERNA Composer prototype to integrate AI into music creation and automation.
- Designed SYNTERRA OS and Ærmorix prototypes as demonstrations of AI-powered operating systems and security platforms.

Education

Self-directed developer with extensive project-based learning in AI, full-stack development, and music technology. Completed 1000+ hours of independent builds and working prototypes, demonstrating production-level technical skills.