Caroline D. Jordan

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Education

University of Kentucky, Lexington, KY   Projected Graduation: May 2022
Bachelor of Science in Computer Science   GPA: 3.305

Work History

JP Morgan Chase & Co.   June 2021 – August 2021
Software Engineer Program (SEP) Intern
- Developed a logging library to simplify error logging using JavaScript and published a logging standard on Confluence
- This library will be used by more than 100 developers across the Asset & Wealth Management Department
- Used Splunk to automate the distribution of relevant reports
- Used Jenkins to package the logging library and Maven to import it as a dependency

Technical Qualifications

Languages & Frameworks: C++ · JavaScript · HTML · CSS · SASS · JSON · Ruby · C · Node.js · Bootstrap · Express · Handlebars · R · Maven · React

Research

Machine Learning with NASA Data, University of KY   August 2021 – December 2021
Independent Study
- Will work in PyTorch, Tensorflow, and Keras
- Will apply machine learning techniques to a data set from Kepler Objects of Interest (KOI) by NASA and be first author on a technical paper about my findings

Digital Restoration Initiative, University of KY   September 2020 – Present
Undergraduate Research Assistant
- Virtually unwrapped an ancient 102 page manuscript that cannot be physically opened due to age and damage
- Analyzed and provided targeted user feedback on a visualization software pipeline developed for the project

Personal Projects

Jitter   Present
- Currently working on a twitter spoof website where users can post about coffee
- Using: React, HTML, CSS, and Firebase

Log in Website   Spring 2020
- Created a website that allows users to create an account, log in, and update account information
- Used a JSON object to store and retrieve user data
- Worked in Visual Studio using: Javascript, Express, HTML, CSS, handlebars, JSON, and bootstrap

Space Shooter Game   Spring 2020
- Created a game where the player can move in eight different directions, and must avoid collisions with enemies that spawn at the top of the screen
- The player shoots projectiles at the enemies by pressing the space bar
- Developed in Visual Studio using: JavaScript and HTML

Leadership Experience

Engineering Student Council (ESC)   May 2020 – Present
President
- Led the governing body that facilitated communication between 30+ student organizations and the College of Engineering
- Acted as an ambassador between 30+ student organizations and the College of Engineering
- Organized a welcome back movie night that was attended by undergraduate engineering students

Secretary
- Organized an involvement fair for the engineering student organizations
- Took minutes during ESC meetings

Association for Computing Machinery's Council on Women   May 2019 – September 2020
Social Chair
- Organized workshops with various companies to promote professional development and empower women to succeed as leaders in tech
- Planned social events to build community
- Raised $2,000 in funding by winning a pitch competition organized by College of Engineering