

# Henry Jordan

Senior Software Engineer

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## Profile

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I am a Software Engineer with 5+ years of experience in the design and execution of software projects at every stage of development. I strive to building user-focused software to help companies expand market reach and streamline important tasks.

## Skills

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**Languages:** Python, Javascript/Node.js, Kotlin, Java, Go, C/C++  
**API Frameworks:** REST: Flask, Django, Springboot, GraphQL: Apollo, Node.js  
**Frontend Skills:** React, jQuery, Angular, Bootstrap, Material-UI, Javascript, HTML, CSS  
**Databases:** PostgreSQL, AWS RDS, AWS S3, Kafka, Neo4j, Elasticsearch, Redis  
**Infrastructure:** AWS ECS, Docker, Linux, Jenkins, Terraform, Git, Atlassian JIRA, Github

## Professional Experience

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### Zefr

July 2015 – February 2020

*Junior Software Engineer to Senior Software Engineer*

Worked in a software engineering team of about 40 to develop software that identified the content of over 4 billion videos and matched them to relevant context driven advertising campaigns on YouTube and Facebook. Practiced Agile methodologies, performed design and code reviews, conducted software testing, and managed critical infrastructure including developing CI/CD pipelines and implementing service monitoring. Worked predominately in Python and React, with various SQL or NoSQL databases depending on the use-case.

#### Highlights:

- Designed, in collaboration with a Data Science team, a research platform that integrated with a human-task vendor to review upwards of 10,000 videos each day in order to measure and improve the quality of Zefr's machine-learning classification of videos
- Built internal tools to plan and automatically launch advertising campaigns on Google Adwords and Facebook that enabled the Operations Teams to transition from manual management of campaigns to programmatic management, expanding productivity by 500%
- Coordinated with Sales and Marketing teams to design and produce informational web apps used during high-touch sales processes to visually explain Zefr's offerings
- Built a 3d first person shooter for a hackathon that interfaced with internal systems to allow players to classify zombie representations of videos by shooting them

### Twill Tech

August 2014 – June 2015

*Intern*

Worked in a team of 4 to research classical control systems theory in order to model a novel form of robotic locomotion and develop a physical robotic prototype based around a core controller programmed using Node.js and component controllers programmed using C++.

## Education

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Loyola Marymount University

May 2014

Bachelor of Science in Engineering, Computer Engineering