

JORDAN CHAPMAN

Available Upon Request ♦ North Carolina
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EDUCATION

Western Carolina University

Double Major Bachelor of Science

Computer Science & Mathematics

2011 -2013

Cullowhee, NC

GPA: 3.463

President of WCU's Student Affiliate Chapter of the ACM

President of WCU's Student Chapter of the Mathematic Club of America

TECHNICAL SKILLS

Languages

Java, C, C++, Python, JavaScript, Bash, SQL, Perl, MIPS,
Adobe Flex, HTML, CSS, XML, PHP

Software Tools

Git, Ant, Make, Vim, Eclipse, Visual Studio, CMake, Subversion,
CVS, Rational ClearCase, JUnit, Mercurial, GDB, Awk, Sed

Platforms

Linux, Windows, Android, Mac OS

Other

Agile Development (Scrum), Django, OpenCV, L^AT_EX, Swing,
Google Maps API, Inkscape

WORK EXPERIENCE

Applied Research Associates

Junior Software Engineer

May 2013 - Present

Raleigh, NC

- Developed widgets for Esri Flex Viewer which displayed standoff distances for chemicals and IEDs.
- Widget functionality included displaying an optimal set of roadblocks to isolate the affected area.
- Worked as part of a team maintaining and developing a large program which simulates many scenarios containing explosives.

Thomson Reuters

Software Development Intern

May 2012 - August 2012

Durham, NC

- Helped develop and maintain a web-based patient tracking system.
- Worked directly with a team in an Agile development environment.
- Worked focused on how to deliver updated content to customers with unknown versions of content.

Western Carolina University

Android Developer

August 2011 - May 2012

Cullowhee, NC

- Worked with the Study of Developed Shorelines under NOAA.
- Developed an application to visualize data about the impact of hurricanes.
- Gained a solid understanding of the Android operation system as well as concerns when developing for mobile devices.
- Reinforced knowledge of databases, design patterns, and customer interaction.
- An article about the application was published in Scientific American.

SELECTED PROJECTS

Hazard Detection and Avoidance Using OpenCV

- Dynamically identified and tracked hazards and goals in a video game using the OpenCV library in order to create an AI able to solve each level.
- Created an AI which interpreted the data tracked by OpenCV and used it to complete simple levels.