JORDAN CHAPMAN

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EDUCATION

Western Carolina University *2011 -2013*
Double Major Bachelor of Science *Cullowhee, NC*
Computer Science & Mathematics *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, LaTeX, Swing, Google Maps API, Inkscape

WORK EXPERIENCE

Applied Research Associates May 2013 - Present
Junior Software Engineer *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 May 2012 - August 2012
Software Development Intern *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 August 2011 - May 2012
Android Developer *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.