

JORDAN CAMPBELL

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EDUCATION

University of Central Florida - Orlando, FL
Bachelors of Science, BS - Computer Science
GPA: 3.6

Expected Graduation: May 2026

EXPERIENCE

Systems Engineering Intern - Lockheed Martin, Orlando, FL

July 2024 – Present

- Joined the Advanced Threat Warning System (ATWS) team, contributing to the development of tools that overlay simulated threats on sensor footage, enabling synthetic threat environments and reducing the need for extensive real-world testing.
- Supported the optimization and maintenance of the lookup table responsible for mapping and interpolating sensor data, ensuring efficient and accurate threat simulations in dynamic testing scenarios.

Fellow - Netflix + Formation SWE Fellowship, Remote

May 2024 – Present

- Participated in a selective fellowship program focused on software engineering, gaining hands-on experience through technical sessions and mentorship from industry professionals..
- Collaborated with peers and mentors on real-world software engineering challenges, strengthening skills in data structures, algorithms, system design, and problem solving.
- Engaged in workshops and sessions on career development, technical growth, interview preparation and networking within the tech industry.

Additive Manufacturing Intern - KAIROS, Inc, California, MD

May 2023 – Aug 2023

- Optimized Additive Manufacturing (AM) capabilities by developing 3D resin printer firmware, integrating mechatronic components and instruction software with Arduino.
- Proposed Department of Defense resin print applications by researching and presenting real-world use cases to the team.

IT Intern - KAIROS, Inc, California, MD

Jun 2022 – Sep 2022

- Expanded AM services by creating remote filament log software, catering to a broader client base.
- Configured PCs for AM clients by assembling, customizing, and fine-tuning CPU and GPU settings to meet specific requirements.
- Streamlined company file and data management by organizing and enhancing accessibility.
- Facilitated office IT tasks by initializing user laptops and providing necessary software and account permissions to team members.

Software Engineering Intern - ABSI Aerospace & Defense - California, MD

May 2021 – Aug. 2021

- Trained and utilized MATLAB ResNet-50 to accurately categorize satellite images, which was integrated into the U.S. Space Force curriculum.
- Enhanced flight simulator practicality by integrating flight stick input compatibility with the VR airplane simulator X-plane 11 using Python.

PROJECTS

GoViral | React, Node.js, Express, GPT-4o, ElevenLabs, Google Cloud Platform

- Built a web app that allows users to select viral short-form videos, extract transcriptions, and rewrite scripts using an LLM.
- Integrated AI voiceovers to generate audio from rewritten script, paired with engaging background footage and auto-generated captions to create new viral videos.
- Enabled users to leverage proven viral content strategies to create new, algorithm-friendly videos, enhancing their chances of success on social media platforms.

FPL Predictor - [fpl-app-rho.vercel.app](#) | React, Next.js, FPL API, GNews API

- Engineered a web-based predictor tool for Fantasy Premier League, utilizing advanced analytics, APIs, and a custom news web scraper.
- Built a user-friendly dashboard interface for team analysis and prediction.
- Merged live data feeds and scraped news content to deliver real-time, accurate predictions and data-driven insights for fantasy football enthusiasts.

SKILLS

Languages: Python, Javascript, Java, C/C++, HTML/CSS, MATLAB

Frameworks: React, Node.JS, Express, Tailwind

Developer Tools: Git, MATLAB, VS Code, Figma, Jira, Vercel, Google Cloud Platform