Jordan Idehen

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EDUCATION

Brown University, *Sc.B. Computer Science*, 3.7 GPA   Providence, RI | **Expected Graduation May 2022**
Relevant Courses**:** Object-Oriented Programming, Algorithms and Data Structures, Software Engineering, UI/UX, Deep Learning, and Database Management Systems
Beaver Country Day School, 4.0 GPA, Cum Laude Honors   Chestnut Hill, MA | Class of 2018

WORK EXPERIENCE

Brown University, *Research Assistant for Professor Jeff Huang*   Providence, RI | June 2020 – Aug 2020
https://sochiatrist.cs.brown.edu
- Sochiatrist aides clinical mental health research using cues from social messaging data.
- Full-stack software developer for the Sochiatrist project in the Human-Computer Interaction Lab
- Utilized Python, JS, Jquery, Bootstrap 4, Electron, CSS, and DataTables
- Added several new features to the application including: **customizable data anonymization, statistical anonymization summaries, and compatibility with the Twitter API**
- Identified and resolved **20+** necessary enhancements/bug fixes that were incorporated into the new version of Sochiatrist

OpenLink Software, *Software Engineer Intern*   Burlington, MA | May 2019 – Sept 2019
https://openlinksoftware.github.io/single-page-apps/data-entry-form.html
- Developed a fully functioning **JAMStack application** that allows users to create, manipulate, view, and analyze RDF-based structured data that adheres to Linked Data Principles.
- Utilized HTML5, Javascript, CSS, RDF, and SPARQL
- Wrote maintainable and extensible code that was easy for other developers to understand and contribute to

PROGRAMMING PROJECTS

Brown Bear Dens, *Full-Stack Developer, Data Engineer*   Sept 2019 – Present
https://brownbeardens.com
- Created a website to help students navigate the Brown housing process by providing a resource for sorting and filtering through available rooms. So far the website has helped **4,200+ unique users**.
- Programmed in React, Javascript, HTML5, CSS, and SPARQL
- Engineered and queried a housing database using RDF and SPARQL respectively
- Conducted User Testing with Brown University members of the brown community as part of the iterative design process
- Worked in conjunction with the Residential Life administration to improve the student experience with regards to housing

Pandemic, *Full-Stack Developer*   March 2020 – May 2020
- Built a strategy based video game simulating the spread of an infectious disease to promote social distancing and compliance with health guidelines.
- Programmed in Java, React, Javascript, HTML5, and CSS
- Collaborated remotely with **4** students across different time zones using GitHub and Zoom
- Implemented a sqlite3 database containing boards, puzzle pieces, and miscellaneous objects to be used in Java code

LEADERSHIP AND COMMUNICATION EXPERIENCE

Brown University, *Teaching Assistant for Professor James Kellner*   Providence, RI | Sept 2020 – Present
- Teaching Assistant for Diversity of Life (BIOL0210)
- Communicate effectively and patiently with students to break down difficult material during weekly review sessions
- Provide insightful feedback, constructive criticism, and encouragement while administering and grading exams
- Develop professional relationships with faculty and peers teaching the course and serve as a liaison for **200+** students

William D'abate Elementary School, *Teacher (Volunteer)*   Providence, RI | Sept 2018 – Present
- Teacher for the Brown Elementary After-school Mentoring Program (grades K-2)
- Teach classes of **15+** students for two hours once a week
- Develop weekly lessons to engage students in a variety of topics
- Facilitate a collaborative and inclusive learning environment

SKILLS

Proficient: Programming - Java, Python, Javascript, JQuery, HTML, CSS
                    Database - SQL, RDF, SPARQL, JSON, CSV, Knowledge Graphs
Intermediate: React, Node.js, TypeScript, NoSQL, Electron
Design: Figma, Balsamic, Adobe Illustrator, Adobe XD, InVision, and draw.io