

Jordan Moreno

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EDUCATION

University of California Irvine

B.S. in Software Engineering

Irvine, CA

Aug. 2024 – May 2026

Riverside City College

A.S. in Computer Science, Physics, & Mathematics

Riverside, CA

Aug. 2020 – May 2024

EXPERIENCE

Software Engineer

January 2025

Cute Nyanko

Irvine, CA

- Co-founded an e-commerce business generating \$5K+ in revenue by identifying niche market needs
- Designed and built a custom inventory and revenue tracking system using Python and SQLite
- Analyzed sales data trends to optimize restock decisions, improving margin efficiency by 20%

Undergraduate Research Assistant

Summer 2024

University of California Riverside

Riverside, CA

- Led computational modeling research at UCR's Interdisciplinary Center for Quantitative Modeling in Biology, analyzing cell migration across multiple fiber configurations, measuring displacements up to $150\mu\text{m}$ and orientation distributions across 360° to map movement patterns
- Programmed MATLAB simulations to model and visualize 2D grid-based cell migration patterns across fiber substrates, enabling automated extraction of biological movement data

Software Engineering Internship

Aug. 2023 – Dec. 2023

San Bernardino Department of Public Health

San Bernardino, CA

- Developed and deployed automation scripts for data processing workflows, reducing weekly report generation time from 3 hours to 45 minutes
- Maintained IT system documentation and user guides for 100+ staff members, improving interdepartmental communication efficiency
- Streamlined data tracking processes by implementing automated reporting tools, reducing manual data entry errors by 60%

Computer Science and Calculus Academic Tutor

Aug. 2022 – May 2024

Riverside City College

Riverside, CA

- Provided 1-on-1 tutoring for 150+ students in Computer Science and Calculus courses, maintaining a 90% student satisfaction rate
- Improved student performance with 80% of regularly attending students achieving a grade improvement of one letter grade or more

PROJECTS

LoopTune | *SwiftUI, AVFoundation, Core Audio, iOS SDK, XCode*

Winter 2024

- Built an iOS audio application using Swift and SwiftUI, featuring audio looping and soundboard capabilities with AVFoundation framework
- Implemented real-time audio recording, playback controls, and multi-track mixing with customizable volume, mute, and solo functions

Tutorial Management System | *Python, Tkinter, Git, TKCalendar*

Winter 2023

- Developed a GUI application using Python and Tkinter to manage tutoring appointments across 3 academic subjects
- Implemented interactive calendar scheduling and automated data storage functionality for appointment tracking

TECHNICAL SKILLS

Languages: Java, Python, C++, HTML/CSS, R, MATLAB, Assembly

Tools & Platforms: Git, Excel, XCode, NetBeans, SQL, Cursor, VS Code, PyCharm, IntelliJ, Eclipse, Tkinter

Areas of Interest: Physics, Neural Networks, Machine Learning

Hobbies & Interests: Basketball, Music Production, Chess, Travel