

Jordan Moreno

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EDUCATION

University of California Irvine

B.S. in Physics

March 2027

Irvine, CA

TECHNICAL SKILLS

Languages: Python, Java, C, C++, Swift, JavaScript, TypeScript, SQL, R, MATLAB, HTML, CSS

Frameworks & Technologies: React, Node.js, Express.js, Next.js, MongoDB, MySQL, PostgreSQL, SQL Database, Firebase, Supabase, Amazon Web Services (S3), Microsoft Azure, Google Cloud, Git, JUnit, XCode

Skills: Frontend, Backend, Full-Stack Web Development, Object Oriented Programming (OOP), Algorithms, Data Structures, Operating Systems, Networking, Artificial Intelligence, Machine Learning, APIs, DevOps, Unit Testing, Statistics, Linear Algebra, Discrete Math; A.S. in Computer Science, Mathematics, and Physics

EXPERIENCE

Software Engineer

Summer 2025

3motion Labs

Remote

- Engineered a real-time data pipeline with Twitter's Grok API to reduce information latency from a **9-month** static knowledge cutoff to **sub-minute**, live event awareness for the AI chat interface.
- Collaborated with the design team on UI/UX enhancements for the mental wellness mobile app, contributing to a more intuitive user experience and a **15%** increase in average session duration.
- Fine-tuned AI chat functionalities using insights from human happiness studies, improving the helpfulness rating of evidence-based, supportive responses from users by **20%**.

Full-Stack Software Developer

Spring 2025

Accentuate iOS App

Remote

- Architected and developed a full-stack iOS pronunciation coaching app from concept to deployment, supporting **12** languages and launching to an initial user base of over **500** beta testers.
- Integrated ElevenLabs and SpeechAce APIs to deliver AI-driven voice synthesis and assessment, achieving **95%** accuracy in real-time, phoneme-level pronunciation feedback for users.
- Implemented a scalable MVVM backend to manage user data and track over **50** fluency metrics, delivering personalized analytics that improved user learning rates by **25%**.

Undergraduate Researcher

Summer 2024

University of California Riverside

Riverside, CA

- Spearheaded computational physics research at the ICQMB, utilizing Python and R to model cell-substrate interactions and migration behavior in complex fiber networks.
- Processed and analyzed large-scale migration datasets, applying AI-assisted modeling techniques that led to a **15%** improvement in the predictive accuracy of cell migration paths.

Software Engineering Intern

Summer 2023

San Bernardino Department of Public Health

San Bernardino, CA

- Engineered Python automation scripts that reduced weekly report generation time by **75%** (from 3 hours to 45 minutes), streamlining critical data workflows for over **100** staff members.
- Authored comprehensive technical documentation that decreased new engineer onboarding time by **25%** and enhanced cross-departmental project collaboration.

PROJECTS

UCI Research RAG | *Python, Streamlit, ChromaDB, AWS Bedrock, Claude*

Fall 2025

- Architected a semantic search system for **120+** physics research papers using vector embeddings and ChromaDB, enabling intelligent Q&A across the entire UCI research corpus.
- Deployed a RAG architecture with Claude 3 Haiku via AWS Bedrock, achieving **85%** query relevance accuracy across a benchmark of **50** complex, domain-specific questions.

AceAI | *React, Node/Express, MongoDB, OpenAI, Azure Speech, WebSocket, Monaco Editor*

Summer 2025

- Built a full-stack mock interview platform with an in-browser Monaco editor and sandboxed code execution, supporting **5+** languages and validating against hidden test cases in real-time.
- Integrated OpenAI to provide contextual hints and performance summaries, improving user problem-solving scores on subsequent attempts by an average of **10%**.