

# JORDAN ELL

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2701 Gosworth Rd Apt-303 ◊ Victoria, British Columbia, Canada

## EDUCATION

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### University of Victoria

June 2013

B.S. in Computer Science with Software Engineering

Jamie Cassels Undergraduate Research Scholarship (2012)

Presidents Scholarship (2008, 2012)

Graduating GPA: 7.73 (3.9)

### University of Victoria

June 2014

MSc in Computer Science

GPA: 8.0

## EXPERIENCE

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### FooBar Games

December 2013 - Present

*Lead Software Developer*

*Victoria, BC*

- Founder of mobile game company.
- Creation of the game “Blocker” for Windows Phone (Over 3500 downloads).
- Technologies used: C#, Microsoft GameStudio 4.0

### University of Victoria

May 2012 - Present

*Software Engineering Researcher*

*Victoria, BC*

- Researching in the realm of indirect software conflicts.
- Creation of bug prediction and prevention tools.
- Creation of natural language processing tools for requirement elicitation and sentiment analysis.
- Technologies used: Java, Ruby, Ruby on Rails, Javascript, HTML, CSS, PostgreSQL

### IBM

September 2010 - April 2011

*Environment Support*

*Vancouver, BC*

- Orchestrated the deployment and maintenance of Linux, Windows, and AIX, project servers.
- Creation of a single sign on authentication system across Unix and Linux platforms.
- Creation of an OS and middle ware patch management system to track required and applied software patches.
- Creation of self correcting backup systems to complete backup cycles.

### James Evans and Associates

May 2010 - September 2010

*Software Developer*

*Victoria, BC*

- Developed Oracle Forms as a front end for pension management systems.
- Created and managed large SQL scripts / libraries for maintaining sets of data in a Oracle database.
- Technologies used: Oracle Database, Oracle Forms, C++

## PUBLICATIONS

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### Identifying failure inducing developer pairs within developer networks

2013

ICSE '13 Proceedings of the 2013 International Conference on Software Engineering Pages 1471-1473

Authors: Jordan Ell

ISBN: 978-1-4673-3076-3

## PROJECTS

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Public projects available on GitHub at: [github.com/jordanell](https://github.com/jordanell)

### **Motivate.me (Private)**

February 2013 - June 2013

*Software Developer*

- A web application where motivation for own projects is crowd sourced.
- Creation of Ruby on Rails back end and templating front end systems.
- Technologies used: Ruby, Ruby on Rails, JavaScript

### **Impact!**

September 2012 - December 2012

*Sole Developer*

- An awareness tool used for developers in small to medium size projects written in Java, HTML, CSS, Javascript and AJAX.
- Provides automatic social recommendations that are based on technical dependencies among developers in the project's source code.
- Allows developers to subscribe to informational "Streams" which track files, objects, methods and people.

### **Gravity**

September 2011 - December 2011

*Lead Developer*

- A 2D platformer physics and puzzle game.
- Created using SDL and OpenGL and written in C++.
- Creation of a level editor using XNA 4.0, .NET written in C#, which allows designers to construct puzzle levels for inside the game.

## TECHNICAL STRENGTHS

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### **Software Languages**

Ruby, Python, C#, Java, JavaScript/CoffeeScript

### **Frameworks**

Ruby on Rails, Microsoft GameStudio, .NET, ReactJS, AngularJS

### **Databases**

MySQL, PostgreSQL, Oracle Database, DB2