Jordan Ali Hilado

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EDUCATION

California State University - Long Beach, Long Beach, CA — Expected Grad: December 2023
B.S. Computer Science — GPA: 3.80
Associated Engineering Student Body, Association for Computing Machinery, CSULB Programming Team, Dean's Leadership Academy, Engineering Honors Program, Google Developer Student Club, STEM Advantage Scholar

TECHNICAL SKILLS

- **Languages:** Python, JavaScript/TypeScript, HTML/CSS, GraphQL, SQL, Java, C++, Ruby
- **Frameworks:** React, Express, Next.js, Django, FastAPI, Flask, Ruby on Rails
- **Database:** PostgreSQL, MySQL, MongoDB, Firebase, SQLite, DynamoDB
- **Software and Tools:** Git, Node.js, Jenkins, Postman, Apollo GraphQL, Google Cloud Platform, AWS, Snowflake

EXPERIENCE

Walt Disney Animation Studios — Burbank, CA
Software Engineer Intern — May 2023 - Aug 2023

- Developed a full-stack web application that allows users to seamlessly add metadata to animated shots through Autodesk ShotGrid REST API by utilizing React, TypeScript, FastAPI, Python, and Ariadne GraphQL
- Expanded data integration and integrity for the reconstruction of the studio's production data pipeline flow by developing automated scripts using Python, Postman, AWS, Snowflake, Apache Airflow, and REST APIs
- Successfully migrated and modernized a legacy Linux-native application to a web-based platform, resulting in an increase in user accessibility across all operating systems and devices

Handle Delivery — Remote
Software Engineer (Part-time) — Mar 2023 - May 2023

- Constructed and maintained serverless cloud functions using TypeScript and Node.js to optimize performance, strengthen user experience, and visualize data on Google Cloud Platform
- Supported four products within the infrastructure including the flagship mobile application and administrator dashboard utilizing React, React Native, TypeScript, and Firebase
- Enhanced flagship application performance by redesigning the tech stack through extensive emulation, testing, and collaborative efforts with fellow engineers

Walt Disney Animation Studios — Burbank, CA
Software Engineer Intern — May 2022 - Aug 2022

- Designed, tested, and implemented twelve fixes and features to internal production management tools leveraging tools such as React, Django, Cypress, and GraphQL
- Utilized Apache Airflow, MySQL, Python, REST API, and Ruby on Rails to support diversity and inclusion efforts by constructing automated pronoun implementation into the employee records system
- Improved type-efficiency in internal employee software by assisting in the transition from JavaScript to TypeScript and solutioned user-requested improvements to projects through Agile and CI/CD with product design team

Major League Hacking — Remote
Software Engineer Intern — Jun 2021 - Aug 2021

- Developed an NPM package that simplifies command line git workflow and debugging using React, Express.js, Linode, and GitHub API, allowing for user authentication and in-terminal search querying among other features
- Engaged in daily standups, weekly retrospectives, and frequent 1-on-1 meetings with teammates to discuss improvements to workflow, productivity management, and technical and non-technical blockers

PROJECTS

Tweello *GitHub Repo:* `https://github.com/Dining-Philosophers-Tweello/tweello` — Sep 2023 - Nov 2023

- Using MongoDB, Express.js, React.js, and Node.js, I developed a responsive user interface and an efficient REST API that allows users to manage their own projects through task organization, interactive boards, and shareable workspaces through the web

Codebase *Project Demo:* `https://codebase-kappa.vercel.app/` — Aug 2023 - Sep 2023

- On Codebase, users can to better understand, enhance, and innovate existing code by utilizing OpenAI's ChatGPT API to answer any questions about user-uploaded code files through the web, built with React.js, Next.js, FastAPI, and TailwindCSS