Jordan Levy

Email: jordanlevy96@gmail.com

https://jordanlevy.dev/   https://github.com/jordanlevy96   Mobile: +1-510-846-4625

EXPERIENCE

Publicis Sapient   New York City, NY, USA
Software Engineer   *June 2019 – Present*

- Design, create, and maintain ExpressJS microservices for Natural Language Processing using Google Dialogflow.
- Architect, implement, and manage analytics platform and ETL using Azure Databricks (Spark), IPython Notebooks, and GraphQL interface.
- Develop a Quality Assessment tool using Docker containers and TensorFlow.
- Collaborate with teams using Agile and Kanban methodologies.

Robert E. Kennedy Library   San Luis Obispo, CA, USA
Library Student Assistant   *February 2016 – December 2018*

- Managed and updated library computer system.
- Troubleshot and fixed software & hardware issues for desktops, laptops, printers, etc.

Tapestry Solutions, A Boeing Company   San Luis Obispo, CA, USA
Software Developer   *June 2017 – September 2017*

- Participated in maintenance of legacy code for complex logistics software.
- Developed front-end web projects using Angular framework.

Everplans   New York, NY, USA
Developer Intern   *July 2015 – September 2015*

- Created components and implemented quality changes for ReactJS front-end.
- Streamlined testing process for QA team with dedicated UI interface and API endpoints in Ruby on Rails back-end.

SELECTED PROJECTS

Senior Project: Language-teaching React Native (JavaScript) mobile app for local Chumash tribe. Full software engineering process: requirements, analysis, design, implementation, testing using software build tools, continuous integration tools, etc.
Summer Undergraduate Research Project: Researched challenges and opportunities in Big Data Software Engineering across multiple systems and languages, including Java, Scala, and Python.
OpenGL Platformer: Simple C++ and GLSL based game implementing Hierarchical Modeling, Collision Detection, etc.
Malloc: Malloc family functions (malloc, calloc, realloc, free) re-implemented in C.

SKILLS

Programming Languages: Python, JavaScript, Bash, SQL, UML, LaTeX
Technologies & Frameworks: Git, Jenkins, Cloud Computing Services, NodeJS, ReactJS, Django
Other: Fluent English, Basic Spanish, public speaking, 121 WPM typing speed, certified HAM radio operator

EDUCATION

California Polytechnic State University, San Luis Obispo   San Luis Obispo, CA, USA
*Bachelor of Science in **Computer Science**, minor in **English***   *September 2014 – December 2018*

Swinburne University of Technology   Melbourne, VIC, Australia
Study Abroad Exchange Program   *August 2016 – November 2016*

Relevant Coursework: Web Applications, Databases, Game Design, Graphics, Operating Systems, UI/UX, Artificial Intelligence, Mobile Applications, Fiction Writing, Applied Linguistics, Communications, Sociology.