Jordan Levy

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LINKS

Website://**jordanlevy.dev**
Github:// **jordanlevy96**
LinkedIn:// **jordanlevy96**

SKILLS

PROGRAMMING
- JavaScript
- Shell
- Python
- SQL
- HTML5
- CSS3
- LaTeX

TECHNOLOGY
- Git
- Jenkins
- NodeJS
- Django
- ReactJS
- GraphQL
- Cloud Computing Services

OTHER
- Fluent English
- Intermediate Spanish
- 121 WPM

RELATED COURSEWORK

Web Applications
Databases
Game Design
Graphics
Operating Systems
UI/UX
Artificial Intelligence
Mobile Applications
Fiction Writing
Applied Linguistics
(Teaching Asst)
Software Engineering

WORK EXPERIENCE

PUBLICIS SAPIENT | SOFTWARE ENGINEER
June 2019 – Present | New York, NY, USA
- Implemented Agile and Kanban methodologies to deliver software for Marcel, a global networking platform with 80,000 users.
- Launched Natural Language Processing suite of ExpressJS microservices, replacing expensive black-box solution.
- Engineered analytics platform for Data Science & Analytics team using Azure Databricks and GraphQL interface.
- Optimized intent-based searches by developing a Quality Assessment tool using Docker containers and TensorFlow.

TAPESTRY SOLUTIONS | SOFTWARE DEVELOPER
June 2017 – September 2017 | San Luis Obispo, CA, USA
- Supported the continued use of legacy code for complex military logistics software.
- Pioneered implementation of Angular framework for a new front-end project in the organization.

EVERPLANS | DEVELOPER INTERN
July 2015 – September 2015 | New York, NY, USA
- Streamlined testing process for QA team with dedicated UI interface and API endpoints in Ruby on Rails back-end.

SELECTED PROJECTS

SENIOR PROJECT
Chumash language learning mobile application. Partnered with Cal Poly Linguistics department and local Chumash tribe for pedagogical and cultural considerations. Utilized full software engineering process.

SUMMER UNDERGRADUATE RESEARCH PROJECT
Researched challenges and opportunities in Big Data Software Engineering across multiple systems and languages. Discovered potential for improvement using software engineering tactics such as design patterns.

OPENGL PLATFORMER
Simple C++ and GLSL based game employing Hierarchical Modeling, Collision Detection, etc.

MALLOC
Malloc family functions (malloc, calloc, realloc, free) rewritten in C.

EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO
BSC. IN COMPUTER SCIENCE
Dec. 2018 | San Luis Obispo, CA, USA
Minor in **English**

SWINBURNE UNIVERSITY OF TECHNOLOGY
BS IN COMPUTER SCIENCE
Fall 2016 | Melbourne, VIC, Australia
Study Abroad Semester