

# Jordan McCollam

Full Stack Developer

## ABOUT ME

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It all started with a simple "Hello World". I was an Audio Engineer looking to change careers. Something I could be passionate about that would spark my intellectual side without neglecting my inner creativity.

As soon as I saw that "Hello World" print to the console of my first application, I looked at my wife and said, I've found it! I am going to be a full stack developer.

## CONTACT

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Location: Atlanta, GA

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Portfolio: <https://jordanmccollam.github.io/>

Github: <https://github.com/jordanmccollam>

Linkedin:

<https://www.linkedin.com/in/jordan-mccollam/>

## PROJECTS

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*(all code is available on Github)*

### Bug Tracker

<https://jm-bugtracker.azurewebsites.net/>

Project management tool. Create and edit projects, issues and comments. Add other users your projects. And mark issues as done to track your project progress.

Built Using: ASP.NET MVC5, C#, SQL, Entity, JavaScript

### React Memory Game

<http://news-jm.herokuapp.com/>

Simple and fun memory game created to demonstrate skills in React.

Built Using: React, JavaScript

### Ready Up

<https://gamersreadyup.herokuapp.com/>

Real time matchmaking service for gamers who to join a party of players with similar skill level and play together.

Built Using: MySQL, Sequelize, JavaScript, Node, Express, Socket.io, Passport

### Laser Defender

<https://jordanmccollam.github.io/laserdefender/>

Game inspired by Galaga created using the Unity Game Engine. It has its own spin on the classic game with features like dodging and collecting shield.

Built Using: Unity, C

## EDUCATION

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Vanderbilt Coding Bootcamp

Nashville, TN

07/2019 - 01/2020

Complete ASP.NET.MVC Course

udemy.com

08/2019 - 01/2020