Jordan McCollam

Full Stack Developer

ABOUT ME

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. And a good one!

CONTACT

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EXPERIENCE

(all code is available on Github)

The Bug Tracker
https://thebugtracker.herokuapp.com/

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: MongoDB, Mongoose, Passport, Socket.io, JavaScript, Node, Express

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

Vanderbilt Coding Bootcamp	*Nashville, TN*	*07/2019 - 01/2020*
Complete ASP.NET.MVC Course	*udemy.com*	*08/2019 - 01/2020*