# **Jordan McCollam**

**Full Stack Developer**

**A B O U T M E**

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.

**C O N T A C T**

**Location:** Atlanta, GA

**Email:** [jordy.mccollam@gmail.com](mailto:jordy.mccollam@gmail.com)

**Phone:** 707-301-3687

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

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

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

**P R O J E C T S *(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

**Ready Up**

[**https://gamersreadyup.herokuapp.com/**](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

**React Memory Game**

[**http://news-jm.herokuapp.com/**](http://news-jm.herokuapp.com/)

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

**Built Using:** React, JavaScript

**Laser Defender**

[**https://jordanmccollam.github.io/laserdefender/**](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

**E D U C A T I O N**

**Vanderbilt Coding Bootcamp**

**Complete ASP.NET.MVC Course**

*Nashville, TN*

*udemy.com*

*07/2019 - 01/2020*

*08/2019 - 01/2020*