

# Jordan WILCKEN

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jordanwilcken.github.io

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## Experience:

.NET Developer, Xactware. Lehi, Utah.

Aug 2012 - Present

- I work on Xactimate
- Xactimate is used to process millions of insurance claims every year
- It is a giant desktop application
- Insurance companies give Xactware lots of money to add custom features to it
- I am one of the developers that adds those custom features
- I speed up development by helping others to understand the complicated bits of Xactimate
- I speed up development by asking others to help me with the complicated bits of Xactimate
- I improve our development process by questioning the status quo and trying new things
- I write SOLID code
- I write testable code
- I write unit tests
- I am an advocate for SOLID, testable, tested code

My Personal Projects

Ongoing

- I love coding, so I wake up early in the morning to work on my own projects
- I recently learned about Nancy, and I wanted to try it
- So I used Nancy to build a little web app for managing important pdfs
- I recently learned about microservices and messaging, and I wanted to try it
- So I used RabbitMQ and web sockets to build a little web app for selling stuff online

Quality Assurance, Xactware. Lehi, Utah.

May 2012 - Aug 2012

- I tested Xactimate
- I found bugs and got them fixed

Flash Developer, Student Game Project

Sep 2011 - Dec 2011

- The University of Utah offers a master's level course in videogame development
- I have completed that course
- As part of the coursework some classmates and I made a game using the Unreal Engine
- I coded the heads-up display and the menus

.NET Developer, Patient Empowerment Game

Aug 2011 - Sep 2011

- We made a Playstation Move game designed to help kids with cancer
- It was a joint project with one of the University of Utah's medical research arms
- I did the programming for the audio

## Education:

- MS in Computer Science from the University of Utah, GPA 3.8 2012
- BS in Chemical Engineering from Brigham Young University, GPA 3.6 2008