JORDAN MAX

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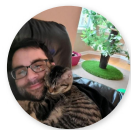
Summary

Experienced software engineer adept in creating, designing and developing scalable serverless AWS microservices, leveraging event-driven architecture, and API based web applications using predominantly Node.js

Work experience

Aug 2022 - present

Lead Software Engineer

Feastables, San Diego, US

United States

With an emphasis on serverless architectures and event-driven microservices, I work collaboratively with various departments to outline and build robust software solutions. I set up and manage our CI/CD pipeline, integrating features to accelerate the deployment workflow, which includes priority-based deployment to manage inter-service dependencies.

Working with our CTO and Head of Customer Experience, I contribute to shaping customer-focused products and features. My role extends to coordinating with the front-end engineering, data science, and marketing teams to deliver engaging customer-centric solutions.

Key Achievements:

- Pioneered our first product, the "World's Biggest Game of Rock Paper Scissors, " from concept to launch in just three weeks, featuring a grand tournament finale. With over 600K users and 1.5M games, the winner bagged $50,000 and a guest spot in a Mr. Beast video.
- Led the orchestration and design efforts in the transformation of an SMS chatbot, migrating from a monolithic application to a serverless microservice architecture. This involved close collaboration with three companies and their engineering teams, ensuring a successful and scalable implementation.
- Engineered an in-house receipt verification microservice. This system conducts a line-by-line audit of Feastables product transactions, underpinned by millisecond-latency de-duplication. This tool helps augment the customer journey by enabling purchase authentication as a gateway to participate in various initiatives by validating their receipt, encompassing exotic car giveaways and exclusive access to hidden Mr. Beast video access.

Apr 2021 - June 2022

Senior Software Engineer

FightCamp, Orange County, US

United States

Redesigned and developed highly scalable and performance driven solutions to address complex challenges presented by stakeholders. Took ownership over process, from ideation to implementation and on-going maintenance.

Played a pivotal role in establishing industry leading Serverless standards and streamlined processes for our team of engineers. Data idempotency was a critical part of our Serverless event driven pipelines, as we had several clients using our API's for varying different purposes. I was fortunate enough to have spearheaded this into our designs and implementations. Actively engaged in mentoring and guiding fellow engineers on my team, imparting best practices for Serverless and NodeJS development.

Key Accomplishments:

- Converted an existing monolithic application to Serverless based and event-driven microservice architecture (also converting REST API to GraphQL).
- Created new features that had direct impact on user experience and acquisition.
- Converted an existing MySQL database to Serverless DyanmoDB, without impacting user experience.

July 2019 - Apr 2021

Senior Software Engineer

Syngenta, Chicago, US

United States
In my role, I have actively built APIs utilizing the Serverless Framework, AWS Lambda functions, and ApiGateway. My projects required the construction of microservices specifically tailored to Extract, Transform, and Load (ETL) pipelines. These were integrated with external platforms including Salesforce, John Deere, and other in-house data sources.

My responsibilities extended to involvement in key architectural decisions for multiple projects. I regularly proposed infrastructure design solutions to meet requirements from various stakeholders. This often involved taking abstract ideas and turning them into concrete, scalable solutions.

On the user security front, I was responsible for setting up an authentication pipeline using AWS Cognito. This pipeline also integrated various federated identities for single sign-on (SSO), providing an added layer of security for our systems. In addition to this, I developed a notification system leveraging Twilio and AWS SES. This allowed for streamlined communication and ensured that all parties were kept up to date with the necessary information.

Lastly, part of my work entailed developing database adaptors for different technologies, such as Neo4J, DynamoDB, and MySQL. This was carried out using NodeJS and Python.

June 2017 - July 2019

Software Engineer

FCB Chicago, Chicago, US

United States

Tasked with learning new technologies to find innovative solutions to meet the needs of demanding clientele. Majority of work done in Linux, Express, Mongo/MySQL, Javascript stack. Heavily works with client-owned data storage technologies.

Created and maintains a flagship product being built using AI. Securely building the back-end encompassing a secure exposed API, third party API integration mini-services, admin portal and more. Interacts and negotiates
with project managers, design, UX and tech leads; communicates how code changes may impact future releases and overall architecture. Regularly works well with new or unknown programming languages (or frameworks) while excelling at adapting quickly to the differences in syntax within tight deadlines.

June 2016 - June 2017

Software Engineer

Newser, Chicago, US

United States

Fullstack .NET

Feb 2015 - June 2016

Software Engineer

NextCrew, Glenview, US

Fullstack .NET

Education

- 2015-01   Bachelor's Degree
                     Columbia College Chicago

                     Columbia College Chicago
                     Bachelor's Degree, Mobile Programming • (2013 - 2015)
                     Deans List (2013-2015)