JORDYN OJEDA

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SUMMARY

Computer Science M.S. and B.S. graduate from the University of Minnesota focused on AI/ML and software engineering. Experienced in building ML models, generative AI applications, and scalable data systems across research and industry. Strong communicator with proven mentoring and leadership skills.

EDUCATION

M.S. & B.S., Computer Science, University of Minnesota 2018 – 2023
Focus: AI, Machine Learning, Software Engineering

SKILLS

Languages	Python, C/C++, SQL, C#, JavaScript, TypeScript, HTML/CSS
Libraries	PyTorch, NumPy, Streamlit, OpenCV, LangChain, LangFlow
Tools	GitHub, Azure, Snowflake, Databricks, DataRobot, Azure AI Foundry
Environments	Linux, Visual Studio, VS Code, Eclipse

EXPERIENCE

Polaris Inc. Medina & Plymouth, MN
Data Scientist – Ride Command Team Jan 2025 – Present
Built real-time connected vehicle analytics by automating Kafka-to-Snowflake feature ingestion, optimizing ML feature stores, and deploying visualizations in a Streamlit app; developed a predictive model to detect anomalies in vehicles, projected to save $300K–$500K annually, while driving cross-functional data pipeline standardization.

AI/ML Solution Architect – Data & Analytics July 2024 – Jan 2025
Shaped enterprise AI/ML strategy by evaluating platforms (DataRobot, Databricks, Azure ML, Snowflake) and presenting findings to leadership; developed scalable RAG and text-to-SQL applications, standardized Streamlit app architecture, and productionized Databricks workflows for cross-functional teams.

Computer Vision Scientist – Neural Net Team Jan 2024 – July 2024
Refactored and modularized YOLO/Darknet-based vision systems and deployed scalable Python orchestrators across manufacturing sites, improving defect detection efficiency and paving the way for site-wide standardization.

Software Engineer – E&O Team July 2023 – Jan 2024
Migrated legacy applications from Xamarin.Forms to .NET MAUI using C#, added Windows support, enhanced documentation via Confluence, and contributed to Agile feature development and architecture planning.

University of Minnesota – Computational Neuroscience Lab Minneapolis, MN
Graduate Research Assistant 2022
Developed "Second Sight," a PyTorch-based ML system that decodes fMRI brain activity into reconstructed visual stimuli; presented at Oxford in 2023 & co-authored 3 published papers.

Trane Technologies Minneapolis, MN
Software Engineering Intern Summer 2021 & Summer 2022
Built and deployed production-ready full-stack features in for Trane SC+ controllers (10,000+ units), including two embedded C++/JavaScript apps and a remote BACnet debugging tool now used by field technicians.

PROJECTS & RESEARCH

Neural Decoding: Reconstructed human thoughts from fMRI with PyTorch; joint research with MedARC & UMN.

Kaggle Competitions: Applied end-to-end ML workflows in competitions such as Titanic, House Prices, and the 2022 Survey, including data pre-processing, EDA, model selection, and hyperparameter optimization.

LEADERSHIP

Led & mentored interns at Trane Technologies/Polaris — guided onboarding & technical direction.

Active VP of Polaris Public Speaking club; presented AI/ML solutions to executive leadership.