JORDYN OJEDA

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Education

Bachelor of Science in Computer Science **May 2022**
Masters Degree in Software Engineering **Expected May 2023**
College of Science and Engineering, University of Minnesota- Twin Cities Minneapolis, MN
Undergraduate GPA: 3.78/4.0
Graduate GPA: 4.0/4.0

Relevant Courses

- Machine Architecture and Organization, Algorithms and Data Structures, Intro to Operating systems, Advanced Programming Principles, Practice of Database Systems, Programming Design and Development, Internet Programming, Intro to AI, Software Engineering I. User Interface Design.
- **In Progress/ Planned:** Software Engineering II, Intro to Data Mining, Parallel Computing, NLP

Technical Skills

Programming: Java, C , C++, Python, HTML, R, CSS, Javascript, Typescript, Assembly, MATLAB, SQL

Development Environment: Linux, Eclipse, VS code

Frameworks, Libraries, Tools: TensorFlow/Scikit-Learn, Docker, NodeJs

Experience

Software Development Intern: *Trane Technologies* **Summer of 2022**

- Enhanced Trane's BACnet capture feature by implementing remote debugging capabilities for technicians. This involved multithreading use cases and Object Oriented design principles.
- Implemented Linux network refactoring by converting python code into C++ code.
- Produced python scripts to run automated ZAP security tests.

Software Engineering Intern: *Trane Technologies* **Summer of 2021**

- Developed two production-level applications for the Trane SC+ line of system controllers. This involved full-stack development in C++ and Javascript.
- The Time Service Application is going into production in 2022. This application uses a custom TLS handshake to validate and update the time on an outdated system controller.
- Crash Dump application performs a POST request to upload stack trace files to Trane's cloud network.

Computer Science Intern: *Alula* **Summer of 2020**

- Tested mobile and web apps by doing Quality Assurance and using web tools.
- Used Jira Software to coordinate testing and code development for mobile and web apps.
- Worked with the development team to plan for sprints and upcoming projects.

Clubs: *University Of Minnesota* **Fall of 2019 - Fall of 2021**

- Social Coding Club

Projects

Package Delivery System **(C++/Partner & In-class)**
Simulated a package delivery system around the UMN Campus. This project involved using numerous algorithms and software design patterns to make the simulation work efficiently. To help with design and development purposes, the project also included UML diagrams, doxygen, unit tests, and github.