JORDYN OJEDA

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Education

Bachelor of Science in Computer Science **May 2022**
Masters Degree in Software Engineering **Expected May 2023**
University of Minnesota - Twin Cities Minneapolis, MN

GPA: 3.78/4.0
Courses: Data Structures, Practice of DBMS, Internet Programming, Software Engineering I, UI Design, AI
Clubs: President Emerging Scholars, Social Coding Club, MinneHack

Technical Skills

Languages: 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, Postgresql, NodeJs, Git, Bash, SVN

Professional Experience

Software Development Intern - SC+ Team **White Bear Lake, MN**
Trane Technologies **May 2022 - Aug 2022**

- Enhanced Trane's BACnet capture feature by implementing remote debugging capabilities for technicians. This full stack development enhancement is going into production in 2023.
- Implemented Linux network refactoring by converting python code into C++ code and bash scripts.
- Produced python scripts to run automated ZAP security tests.

Software Engineering Intern - SC+ Team **White Bear Lake, MN**
Trane Technologies **May 2021 - Aug 2021**

- Developed two production-level applications running on 10,000 units of 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 This application uses a custom TLS handshake to validate and update the time on an outdated system controller.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 - Web Application Team **Minneapolis, MN**
Alula **May 2020 - Aug 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.

Projects

SecureAI - Full stack application developed for MinneHack 2022.

- Uses PyTorch and image training to power an ML algorithm that generates a secure piece of digital art depicting the strength of a given password.
- Front-end web interface written in Node.js and Bootstrap.

Sudoku Solver - Produced a working game of sudoku with solvable solutions to any board.

- Applied the backtracking algorithm in python to find a solution for any solvable game of sudoku.

Data Science - Created a data science project to find the average salary for a data scientist.

- Development process involved web scraping, data cleaning, EDA, and model building.
- This project used technologies including jupyter notebook, pandas, NumPy, sklearn, plt, and selenium.