Jordan Van Duyne

Personal Data

Campus Address: 1000 Olin Way MB 278 Needham, MA 02492
email: Jordan.VanDuyne@students.olin.edu
Website: jovanduy.com
Github: github.com/jovanduy

Education

May 2018 **Franklin W. Olin College of Engineering**, Needham, MA | GPA: 3.88
Bachelor of Science in Electrical and Computer Engineering Candidate
Relevant Courses: Software Design; Computer Architecture; Mobile Prototyping; Foundations of Computer Science; Olin.js; Discrete Math; Principles of Engineering; Software Systems;Computational Introduction to Robotics

June 2014 **'Iolani School**, Honolulu, HI | GPA:4.1111
Cum Laude Society Scholar, High School Diploma

Experience

June 2017- August 2017 | Software Engineering Intern at Tableau, Palo Alto, CA
Data Visualization
• Worked on the Collaboration team as a full stack developer to develop a new feature with Java, C#, and React

June 2016- May 2017 | Mobile App Intern at Cambridge Mobile Telematics, Cambridge, MA
Smartphone Telematics to Improve Driving
• Implemented new Android features in Java, along with minor work with a Python-PostgreSQL backend and in iOS Objective-C. Also wrote a build-release script to automate Android releases
• Continued summer work throughout the school year as a remote employee

June - July 2015 | Web and iOS Developer Intern at DataHouse, Honolulu, HI
IT Consulting and Software Development
• Used Node, Express, and integration with third party REST APIs to develop solutions to meet customers' software needs
• Worked on a team of 6 to create a business model and develop an iOS app in Swift to help tourists navigate Hawaii and bring business to local companies. In charge of API integration, code architecture to ensure modularity, and UX based on user feedback

Spring 2017 | Voxelpaint joeylmaalouf.github.io/SoftSysViolentViolets
• Worked with 3 other students to create a 3D drawing app using C++ and OpenGL
• Designed the architecture and worked on placing 3D pixels and color changing

Spring 2017 | Neato Parking Assist ziyilan.github.io
• Created a parking assist suite using ROS for Python with 2 other students while pair programming
• Implemented industry standard parallel and perpendicular autonomous parking algorithms
• Used OpenCV, Canny Edge Detection, and the Hough Line Transform to create manual parking assist guidelines, as commonly seen in car cameras

Spring 2016 | Pavement.js github.com/zbhuiyan/Pavement
• Part of a team of 4 that created a collaborative, real-time drawing website using a MERN stack with Redis, Socket.io, and Paper.js

Spring 2015 | aztex sites.google.com/site/aztexeditor
• Created a Markdown to LaTeX compiler with 2 other students. Developed front and backend of compiler in native Python and a live preview GUI using the wxPython library
• Developed the test suite and GUI, designed code architecture, code integration, and created the custom data structure to store the output of the parser

Additional Information

Computer: Java, Python, Verilog, JavaScript, C, Node.js, MongoDB, React, Android, jQuery, HTML, CSS, UNIX/Linux/OS X, Git, MATLAB, ROS
Other: Experience with Scrum
Interests: Distance running, Outrigger canoe paddling, Hula and Tahitian dance