Jordan Tom

(408) 859-6400   Email   Portfolio   LinkedIn   AngelList   GitHub   San Francisco / Bay Area

Skills JavaScript, React.js, Redux.js, Ruby on Rails, HTML5, CSS3, Git, PostgreSQL, jQuery, RESTful API, AJAX, AWS, JBuilder, OOP, RSpec, TDD, ORM, MVC, Webpack, Postman, DOM Manipulation

Projects

PayUp (JavaScript, React / Redux, Ruby / Rails, HTML, CSS, PostgreSQL)   Live Site | GitHub
Full-stack web application modeled as tribute to Venmo.
- Utilized Ruby on Rails in backend to implement model validation logic on payments to ensure that user's balance is satisfactory before executing the transaction
- Developed data fetch method through React/Redux to render new transactions onto feed immediately after creation
- Executed user search functionality via React/Redux state to retrieve and render transactions matching the user's search query
- Handled frontend to backend user authentication with BCrypt gem to hash and retrieve passwords

HikeSF (MongoDB, Express.js, React / Redux, Node.js, HTML, CSS)   Live Site | GitHub
Crowdsourced MERN stack web application that allows users to share their favorite hiking trails in the San Francisco Bay Area.
- Reduced AJAX requests by adding current user and trail to Redux state for faster loading times and fewer redundant calls to backend
- Configured Node.js server proxy to enable frontend-to-backend fetching of weather data received by Dark Sky API and avoid CORS errors
- Invoked Multer and AWS S3 to provide image upload capabilities and retrieval, allowing users to get preview of user-shared trails
- Utilized Google Maps API to allow users to create custom hiking routes via waypoints

Experience

Microchip Technology
Analog Product Engineer   November 2015 - July 2018
- Debugged failed production units and revised test plans with manufacturing to improve weekly yield by 10%
- Coordinated project schedules to manage and prioritize all required tasks needed to release new products to production
- Created validation and qualification plans for new products to ensure production testing covers all critical parameters

Foxconn
Test Engineer   July 2014 - November 2015
- Located root causes on failed units, reducing debug time by 50%
- Assembled additional test stations, increasing daily output by 33%
- Maintained and updated Linux testing scripts on PXE server to ensure reliable board-level tests

Guiang Corporation
Intern   January 2013 - March 2013
- Refactored existing Microsoft Kinect camera program using C# to execute object recognition program for Mattel
- Produced 10-week plan pertaining to end goal and oversaw team of students to accelerate progress
- Presented research paper to Mattel programmers regarding possible future projects on Kinect

Education

App Academy   December 2019 - April 2020
Immersive software development course focused on full stack web development.

Cal Poly Pomona
Bachelor's in Electrical Engineering   September 2007 - December 2013