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, JBuilder, OOP, RSpec, TDD, ORM, MVC, Webpack

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, and update users' balances immediately after completed payments
- 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 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 create and share their favorite hiking trails in San Francisco

- Optimized loading times by storing current user and trail information in Redux state, reducing redundant AJAX calls to the backend
- Configured Node.js server proxy to enable frontend-to-backend fetching of weather data received by Dark Sky API
- Incorporated Multer and AWS S3 to provide image upload capabilities and retrieval, allowing users to upload and share photo previews of their created trails
- Integrated with Google Maps API to allow users to pin waypoints and create custom hiking trails

EXPERIENCE

Microchip Technology

Analog Product Engineer Nov 2015 - July 2018

- Qualified high-voltage ultrasound transmitter, and successfully released into production
- Pinpointed critical design error on high-demand, low-yielding product, coordinating redesign efforts and increasing weekly yield by 40% after completion
- Devised report on common failure modes in production units, identifying main causes and probable fixes, leading to yield improvement as high as 30%

Foxconn

Test Engineer Jul 2014 - Nov 2015

- Located root causes on failed units, reducing debug time by 50%
- Improved test capacity by assembling additional test stations, improving daily output by 33%
- Trained dayshift and swing-shift operators on new test flows, enabling continuous testing throughout the day

Guiang Corporation

Intern Jan 2013 - Mar 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 Dec 2019 - Apr 2020

Immersive software development course focused on full stack web development with less than 3% acceptance rate

Cal Poly Pomona

B.S in Electrical Engineering Sep 2007 - Dec 2013