

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

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 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 create and share their favorite hiking trails in the San Francisco Bay Area.

- 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 and avoid CORS issues
- Incorporated Multer and AWS S3 to provide image upload capabilities and retrieval, allowing users to upload and share a photo preview of their created trails
- Employed Google Maps API to allow users to pin waypoints and create custom hiking trails

Experience

Microchip Technology

Analog Product Engineer

November 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

July 2014 - November 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
- Updated Linux auto-testing scripts to add test coverage and maintain reliability

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. 3% acceptance rate.

Cal Poly Pomona

Bachelor's in Electrical Engineering

September 2007 - December 2013