Michael G. Jordan

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PROFESSIONAL SUMMARY

- Self-starter and motivator with the focus and discipline to maintain a variety of activities and responsibilities.
- Experience in all facets of software application development and project management including managing and coordinating diverse domestic and international development teams.
- Strong leadership, management and communication skills to accomplish project objectives on schedule.
- Experience working with and coordinating cross-functional groups including Quality Assurance, Product Marketing, Engineering, Internationalization, Documentation and Technical Support.

EMERGING SOFTWARE DEVELOPMENT KNOWLEDGE

Continue building iOS mobile application development skills through on-line courses and guides.
- Auditing Stanford CS193P Winter 2017 "Developing iOS 10 Apps with Swift" on iTunes U
    - Previously audited Stanford CS193P Winter 2015 "Developing iOS 8 Apps with Swift" on iTunes U
- Objective-C Programming: The Big Nerd Ranch Guide
- Swift Programming Series
    - The Swift Programming Language
    - Using Swift with Cocoa and Objective-C
- Xcode 8.x IDE
- Investigating Android Things OS for IoT capabilities.
- Created local Git repository on Synology NAS to use with personal projects and explore Git.
- Heart Rate Monitor project on GitHub - https://github.com/mjordan56/HeartRateMonitor.git
    - Project to explore IoT by creating an iOS app that uses Bluetooth LE to communicate with a Polar H7 heart rate monitor.

EMPLOYMENT HISTORY

Medtronic, Inc. - Boulder, Colorado September 2015 – February 2017

Senior Programmer
- Helped define and create an iOS and Android patient data sensor data aggregator app.
- Display a summary of the data for each device as well as detailed information for each sensor.
- The Data Aggregator pairs with multiple Bluetooth LE medical sensor devices to monitor patient biometric parameters. This data is then sent to a Cloud web service over Wi-Fi using a proprietary protocol.
- The Data Aggregator sends sensor device information to the server using a proprietary protocol defined by Medtronic.
- The GUI is a tabbed navigation view controller that incorporates three navigation view controllers; one for each of the primary tab views.
- The project makes extensive use of events to drive the data updates from the BLE sensor devices.
- Incorporates asynchronous tasks using TAP for monitoring and cadence services.
- Binding a third-party Objective-C library in Xamarin to access the data of a third-party sensor device through the Objective-C API.
- C#, Java .NET, JSON, REST, SQLite, Android Studio, Xamarin, Mono-Touch Dialog, xibs, Xcode, iOS, Android Debug Bridge (ADB), Perforce, Apple Connect, TestFlight

Alteryx, Inc. - Boulder, Colorado   June 2012 – September 2014

Senior Programmer / Technical Lead for Designer GUI
- Managed UI/UX team through several releases to dramatically improve user experience.
- Designed and implemented new scheduler GUI front-end in WPF in a legacy WinForms application.
- Refreshed dated WinForms GUI to a more contemporary look-and-feel including designing and implementing new custom controls to improve user experience and workflow.
- WPF, WinForms, C#, .Net, XML, SQL, Visual Studio 2010, SVN

END Games Entertainment, LLC - Louisville, Colorado   2012 – 2012 (3 months)

Senior Programmer
- Localized Going Nuts, an Android game, for Korean.
- Worked on Junglee Rummy and Fairway Solitaire; two separate card game projects.
- Unity 3D, C#, Flash, ActionScript, ASP.NET, MVC3, SVN

LEGO Systems, Inc. (Gazillion Entertainment / NetDevil) - Louisville, Colorado   2010 - 2011

Lead Tools Programmer / Tools Programmer
- Responsible for the development and maintenance of all software tools used in the production and delivery of LEGO Universe.
- Recruited and built a tools development team consisting of six engineers.
- Improved the quality and support of tool applications.
- C/C++, C++/CLI, C#, WPF, WCF, Windows Forms, SQL, Perforce, Flash, ActionScript

Idol Minds, LLC - Louisville, Colorado   2008 - 2009

Senior Programmer
- Responsible for the maintaining and enhancing the primary game development tool application, Level Editor.
- C/C++, C++/CLI, .NET, Windows Forms, PlayStation3, Perforce

Quark, Incorporated - Denver, Colorado   2006 - 2007

Senior Director, Desktop Applications
- Responsible for the development of Quark's Desktop applications; QuarkXPress, Quark CopyDesk, Quark Interactive Designer, Quark Print Collection, and Quark XPert Tools.
- Manage an engineering team of 230 engineering managers and engineers; 42 in Denver, Colorado and 188 in Chandigarh, India.
- Implemented new Project Life Cycle (PLC) and agile development models for project development. Projects became predictable and on schedule using the PLC.

Adobe Systems, Incorporated - Seattle Washington   1997 - 2005

Senior Engineering Manager, InDesign 3.0
- Led the engineering development team for the 3.0 release of InDesign, Adobe's multi-million dollar next generation publishing system for Macintosh and Windows. InDesign is one of Adobe's top flagship products and a centerpiece of the Creative Pro product.
- Managed a team of over 50 engineers in the design, development, and delivery of InDesign 3.0 through well-defined milestones and project objectives.
- Successfully achieved all project schedule delivery dates and project life-cycle milestones.
- Implemented extreme programming techniques to improve development processes for greater reliability, stability, and predictability. Used a system of improved automated build process, detailed daily bug analysis and automated performance benchmarks.
- Presented product demonstrations, product vision briefs, and technical information to executive staff.
- Supervised architectural and feature design meetings.

Engineering Manager, InDesign 2.0 / InDesign 2.0 Japanese
- Co-managed the development of the Roman and Japanese language versions of InDesign 2.0.
- Coordinated development teams in India, France, Japan and domestic U.S. locations.
- Implemented an automated bug metrics tracking system that provided daily information for the project.
- Coordinated the simultaneous release of the Japanese and US English versions of InDesign.

Engineering Manager, InDesign 1.0 Japanese
- Recruited and managed a team of engineers to develop the Japanese version of InDesign 1.0. The project encompassed defining and implementing high-end, professional typographic features unique to Japanese publishing.
- Coordinated development teams in India, France, Japan and domestic U.S. locations.

Quark, Incorporated - Denver, Colorado   1991 - 1996

R&D Engineering Manager, East Asian Applications
- Responsibilities included recruiting, training and leading the engineering team.
- Provided technical assistance and guidance for internationalization and localization for all Quark software development.
- Released the initial versions of Simplified and Traditional Chinese QuarkXPress.
- Macintosh OS, Windows 95, C/C++, SourceSafe, CodeWarrior, Visual C++

Software Development Engineer
- Worked on the team developing the Japanese and Korean versions of QuarkXPress 3.1 for the Macintosh.
- Macintosh OS, C, Think C IDE, Metrowerks CodeWarrior IDE.

ADDITIONAL TECHNICAL SKILLS
Additional technologies studied and researched but not directly reflected in work experience:
- Xcode, Swift, Objective-C, Git, SQL, LINQ, XML, Python, JavaScript, HTML, XSLT, CSS

EDUCATION
Bachelor of Science in Applied Mathematics   University of Colorado, Denver, Colorado.