

Jordan Wood

JUNIOR DEVELOPER

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Education

University of South Carolina

B.S. IN COMPUTER SCIENCE

Columbia, SC

Aug. 2021 - May 2025

- Major GPA: 3.8
- Earned President's List or Dean's List honors every semester for academic excellence.

Skills

Languages	Java, JavaScript, Python, C++
Web Technologies	HTML, TailwindCSS, React.js, NEXT.js, Vue.js, REST APIs
Backend Technologies	Node.JS, Express.js
Databases	SQL, MongoDB, PostgreSQL
Version Control	Git, GitHub, GitLab, Powershell
Game Development	GoDOT
Computer Science Fundamentals	Data Structures and Algorithms, Applied Mathematics
Soft Skills	Teamwork, Communication, Problem-Solving, Time Management, Adaptability

Work Experience

DoIT at UofSC

Columbia, SC

DoIT INTERN

Apr. 2022 - Aug. 2022

- Provided hands-on technical support by managing help desk tickets, troubleshooting network and hardware issues, and assisting university staff with IT-related problems.
- Worked on a large-scale network mapping project for a new dormitory, using SSH and other tools to document device connections and ensure proper infrastructure setup.
- Participated in diagnostic assessments at the university's energy plants, identifying IT-related system issues and collaborating with senior engineers to ensure operational efficiency.

Zeus Industrial Products

Orangeburg, SC

IT/COMPUTER SCIENCE/ENGINEERING INTERN

May 2024 - Dec. 2024

- Collaborated with IT and data professionals to explore enterprise software solutions using Oracle databases.
- Gained hands-on experience with IT project workflows, database management principles, and enterprise-level application development.
- Developed PowerShell scripts to automate basic IT operations, improving efficiency in routine tasks.
- Participated in discussions on IT infrastructure improvements and observed best practices in data security, system administration, and software deployment.

Projects

Large Language Model

Columbia, SC

JAVA, DESIGN PATTERNS, POSTGRESQL

Jan. 2023 - May 2023

- Developed a large language model in Java to manage courses and coursework for up to 1,000 students.
- Utilized multiple design patterns to enhance scalability and maintainability.
- Designed the system for efficient course data management while ensuring long-term scalability.

Web Portfolio

JAVASCRIPT, HTML, TAILWINDCSS, REACT.JS

Jan. 2024 - Present

- Designed and developed a personal portfolio website to showcase professional work and academic projects.
- Highlighted skills in software development, web development, and computer science.
- Built with a focus on clean UI/UX, responsiveness, and accessibility.
- Demonstrated proficiency in modern web technologies and best practices.

Capstone Project • Gemini

Columbia, SC

GoDOT, GDSCRIPT, TILED, GIT

Aug. 2024 - May 2025

- Developed Gemini, an innovative 2D platformer using Godot 4, as part of my Senior Capstone Project.
- Features unique gravity manipulation mechanics, allowing players to transition between normal and inverted gravity states.
- Built by students at the University of South Carolina using modern game development practices, including unit testing and version control.

Interactive Todo Application

REACT.JS, VITE, FANTACSS, JAVASCRIPT

Jan. 2025 - Jan. 2025

- Developed a modern task management application using React.js and Vite, demonstrating proficiency in frontend development.
- Implemented a responsive user interface with FantaCSS, featuring dynamic task creation, completion tracking, and deletion.
- Utilized React hooks and state management for efficient data handling and component lifecycle management.