
5516 LAKESHORE DRIVE, COLUMBIA, USA, 29206 •
JORDANCWOOD2002@GMAIL.COM • 7705402161

JORDAN WOOD

Junior Developer

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

University of South Carolina-Columbia

Aug 2021 - May 2025

Columbia, SC

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

SKILLS

Java, JavaScript, Git/GitHub, C, C++, C#, Python, HTML, CSS, Data Structures & Algorithms, SQL, AI, Applied Mathematics, Powershell, REST APIs, GoDOT, Data Analysis.

EMPLOYMENT HISTORY

IT/COMPUTER SCIENCE/ENGINEERING INTERN

Zeus Industrial Products

May 2024 - Dec 2024

Orangeburg, SC

- ◆ 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.

DOIT INTERN

DoIT at UofSC

Apr 2022 - Aug 2022

Columbia, SC

- ◆ 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.

PROJECTS

LARGE LANGUAGE MODEL

January 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 and maintainability.

CAPSTONE PROJECT

August 2024 - May 2025

- ◆ Developing *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.

LINKS

Portfolio: jordanwood.netlify.app, GitHub: github.com, LinkedIn: www.linkedin.com.