

# Jordan Rector

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Full-stack software engineer & web developer with a diverse background in hospitality and game design. Passionate about solving complex problems with a knack for creative solutions. Dedicated to crafting user-friendly experiences that tackle modern challenges head-on. Actively pursuing ongoing education and skill development to stay ahead in an ever-evolving professional landscape.

## SKILLS

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JavaScript, HTML, CSS, Express, Node.js, React, MongoDB, Mongoose, Photoshop, Canva, Figma, Slack, Zoom, Unreal Engine 5, UEFN, Microsoft Suite, Bootstrap, LiquidJS, AWS, Postgresql, Python, Django, Communication, Teamwork, Problem Solving, Empathy, Time-Management, Adaptability, Open-Mindedness

## PROJECTS

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### Centipede, Sole Developer

**Dec. 2022 - Dec. 2022**

- Remake of the classic arcade game, playable directly in the browser
- Developed with HTML, CSS, JavaScript, & canvas
- Features keyboard & button inputs for player movement & projectiles, randomly generated environmental obstacles, level progression, player lives, game reset, & scoring

### Everdell-Wiki, Sole Developer

**Jan. 2023 - Jan. 2023**

- Collaborative, full-stack wiki app made in the MVC system with authentication, authorization, & full CRUD on the app's main resource
- Built with HTML, CSS, JavaScript, Node.js, Express, MongoDB, Mongoose, Bootstrap, & LiquidJS

### hoist{m}, Frontend Manager

**Feb. 2023 - Feb. 2023**

- Full-stack MERN app and Google Drive/Dropbox clone using AWS s3 cloud storage and multer middleware for file upload.
- Collaborative project built with two fellow software engineers, in which I acted as frontend manager but also contributed to a significant portion of the backend development as well
- Made with React, CSS, JavaScript, Express, Node.js, Mongoose, MongoDB, Axios, & Bootstrap

### BLINK, Sole Developer

**Mar. 2023 - Mar. 2023**

- Full-stack Slack clone where users can create and join different channels and chat with other users in real-time.
- Built with the MERN stack and utilizing socket.io for bidirectional event-based communication between clients and server for chat functionality.
- Created with HTML, CSS, JavaScript, React, MongoDB, Mongoose, Express, Node.js, and socket.io

## EXPERIENCE

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### General Assembly

**Dec. 2022 - Mar. 2023**

#### Software Engineering Immersive Fellow

**Remote**

- Completed 500+ hours of expert-led instruction in JavaScript, HTML, and CSS, and Python. Including hands-on learning of Node.js, Django, Git, GitHub, Express, Mongoose, MongoDB, Postgresql, and other industry leading technologies

### Wooster's Garden

**Jan. 2021 - Current**

#### Bartender/Assistant Manager

**Houston, TX**

- Regularly served 500+ guests in a night
- Memorization and execution of 50+ house cocktails
- Weekly production of infusions & syrup
- Ordering, vendor relations, and inventory management of all beverage items

**Brix Wine Cellars/Brixology Crafted Cocktails**  
**Beverage Director**

**Mar. 2017 - Aug. 2020**  
**Houston, TX**

- Researched current trends for beverage program development, regularly implemented and trained all bar staff on new processes, adhered to established quality & safety standards
- Created 50+ original cocktails, managed an inventory consisting of 1,000+ items
- Curated social media presence, managed events, implemented online ordering platforms, developed menu and responsible for photography and graphic design

## **EDUCATION**

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**Software Engineering immersive**  
General Assembly

**Dec. 2022 - Mar.2023**  
Remote

**Web Developer Bootcamp**  
Udemy

**Nov. 2021 - Jan. 2022**  
Remote