**EDUCATION**

Drake University, Des Moines, IA *2016 – 2018*

*Bachelor of Arts in Computer Science, Minor in Music* GPA: 3.91

* Presidential Transfer Scholarship for academic merit
* Music Scholarship based on talent
* President’s List (Fall 2016)
* Dean’s List (Spring 2017, Fall 2017, Spring 2018)
* Graduated December 2018, *summa cum laude*

Cornell College, Mount Vernon, IA *2015 – 2016*

*Bachelor of Arts in Computer Science, Bachelor of Arts in Music* GPA: 3.95

* Trustee Scholarship for academic merit
* Music Scholarship based on talent
* Dean’s List (Fall 2015, Spring 2016)

**PROFESSIONAL EXPERIENCE**

Granular, Johnson, IA *Fall 2018*

*Software Engineering Intern*

* Contributed to various frontend and backend projects maintained by my team, primarily with JavaScript

SportsLab360, LLC, Remote Work *March 2017 – December 2018*

*Lead Web Developer*

* Wrote the frontend and backend code that powers [sportslab360.com](https://sportslab360.com)
* Managed and monitored the server that hosts the main website
* Integrated the site with other services, such as Mailgun, Stripe, Amazon Glacier, and more
* Met regularly with the founder and other developers to strategize and delegate tasks

Drake University I.T. Services, Des Moines, IA *Spring 2018*

*Student Frontend Developer*

* Built web interfaces for various internal tools used by the other Drake I.T. staff

Drake University I.T. Services, Des Moines, IA *Fall 2017*

*Student Help Desk Technician*

* Handled phone calls and walk-ins for various technology issues from students and faculty
* Helped students and faculty install and configure various software and devices

**PROFESSIONAL EXPERIENCE** (continued)

Lakeland Communications Inc., Milltown, WI *Summer 2016*

*Tech Intern*

* Configured customer routers and modems
* Built various web interfaces to increase the efficiency of the internal tools used by the technicians

**LANGUAGES, FRAMEWORKS, AND SYSTEMS**

Most experienced with: TypeScript, JavaScript, Canvas graphics; Pug, HTML; Sass, CSS; Node.js, npm, yarn, Mocha, Parcel; PHP, Laravel; Vue.js, jQuery, Lodash, Materialize CSS (similar to Bootstrap); Git, GitHub, Bitbucket; Digital Ocean; Jetbrains IDEs;

Proficient: Webpack, Rollup.js, Express, Socket.io; Travis CI and CI/CD concepts; Java; Python; SQL, database design; October CMS; Blender 3D modeling; Game Maker Studio; Windows, Linux, and macOS; PHP Composer, PHPUnit; Vagrant; GoDaddy, Enom;

Basic knowledge: Angular, React, WebGL and GLSL, Chrome Extension Development; Bash; C/C++; SML/NJ; AWS Lambda; Docker, Ansible; Google Apps Script; Unity Game Engine, C#;

**OTHER PROJECTS**

Yob – Graph Editor *May 2014 – December 2016*

*Developed for Dean Roush, Math and Physics teacher at Luck High School*

* A simple graphical analysis tool for Google Docs aimed at students
* Published to the Google Docs Add-on Store and G Suite Marketplace
* <https://jordanhe2.github.io/Yob-Hosting>

Abrahamson Nurseries Business Website *January 2018 – March 2018*

*Contracted by Abrahamson Nurseries, Stillwater, MN*

* A sleek and mobile-friendly business website, complete with a content management system
* Built on Laravel with a custom CMS utilizing Laravel Voyager
* <https://abrahamsonnurseries.com>

Partytime Framework *Summer 2017 – Present*

*Senior Capstone / Personal Project*

* A framework for streamlining the process of developing browser-based multiplayer party games
* Built on TypeScript and Node.js
* More details at <http://capstone-paper.tannernielsen.com>

**ACTIVITIES**

* Percussionist in the Drake University Wind Symphony (Principal for the 2017 – 2018 season)
* Member of the Drake University Percussion Ensemble
* Member of the Cornell College Pandemonium Steel Drum Ensemble (2015 – 2016)