Jordan Wilson

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SKILLS

PROGRAMMING

Proficient:
Java • SQL • ODBC/JDBC
Experienced:
Kotlin • C • C++ • Python
Familiar:
Rust • Protobuf • Java RMI *(Remote Method Invocation)* • C# • Javascript • CSS+HTML

TOOLS & PLATFORMS

Professional-Level
Bash / Zsh / Powershell • Docker • Git • GitHub Actions • Travis CI • AWS S3 • AWS EC2 • JUnit • Robot Framework • RDBMS (MySQL, Postgres, SQL Server) • NoSQL (Hadoop, Hive, Spark, Presto, Elasticsearch)
IDEs
IntelliJ IDEA • VS Code • Visual Studio
Hobbyist-Level
Android • Godot + GDScript • Unity

LINKS

GitHub:// **bowwowser**
LinkedIn:// **jfwilson6**
Personal:// **jordanwilson.org**

EDUCATION

SIMON FRASER UNIVERSITY

BSc in Computing Science
Oct 2017 | Burnaby, BC
Co-operative Education Student
(two 8-month terms)
Joint Major with Linguistics

COURSEWORK

UNDERGRADUATE

Database Systems
Operating Systems
Data Communications + Networking
Requirements Engineering
Compiler Design
Computational Linguistics
Comparative Programming Languages

References Available Upon Request

EXPERIENCE

BIT QUILL TECHNOLOGIES | Software Developer

Apr 2017 - Aug 2021 | Vancouver, BC
- Designed and implemented algorithms and metrics gathering to improve data caching logic across machines in Hadoop-based NoSQL database clusters
- Combined Java Remote Method Invocation (RMI) and Docker Compose configurations to develop a local integration testing framework for distributed Hadoop systems
- Contributed features and fixes to a Java-based API plugin to improve SQL query execution against NoSQL-based data
- Ensured consistent communication with clients and developers across the company, strengthening skills and relationships through coordinated effort

MAGNITUDE SIMBA | Software Engineering Co-op

Sep 2014 – Apr 2015, plus 3 month extension | Vancouver, BC
- Contributed towards the active development of the Couchbase JDBC driver, as well as Couchbase ODBC and MongoDB ODBC
- Managed automated build and test plans in Atlassian Bamboo to improve developer workflows

PERSONAL PROJECTS

TOO MANY COOL GAMES | Android App for tracking games

Kotlin, AndroidX (Room, Navigation, Lifecycle), Jetpack, Dagger Hilt
- Developing an Android application to help users keep track of which games they are playing or upcoming releases that interest them
- Using Kotlin across the codebase to greatly improve code quality and readability (eg. null-safety and Android KTX extensions)
- Following Android best practices and using AndroidX & Jetpack libraries to provide a consistent and reliable user experience

MOO FARM (TENTATIVE) | Mobile Game focused on cow care

Godot, GDScript, Aseprite
- Designing a simple idle/"clicker"-style game written with Godot and GDScript, focused on providing care and love for cows
- Writing game scripts in GDScript (Python-like DSL) to focus on learning the tools, with goals later to convert scripts to C# for a stronger OOP approach
- Creating custom pixel-art made with Aseprite to exercise artistic skills, while also leveraging FOSS assets where reasonable within time and ability limits
- Pulling from prior experience as a player of mobile games on Android to guide platform-specific design choices (such as touch input)

RECENT CODING PRACTICE

Activity	Language	Code
Advent of Code 2021	Kotlin	bowwowser/AdventOfCode2021
Rustlings, with "The Book"	Rust	bowwowser/rustlings

HOBBIES & INTERESTS

- Trying out new languages and frameworks (currently: Rust, web dev using JavaScript & Kotlin/JS)
- Playing video games of various genres, typically from indie developers
- Following active independent game developers through social media and development logs to watch and learn from the process