Jordan Wu

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A reliable and focused software developer with proficient experience in Typescript / Javascript / React and other technologies , eager to learn more. I am currently working as a Technical Solutions Engineer at Yieldify, producing scalable solutions in Typescript and working in an agile project engineering team. I have continuously been heavily involved in both front and back end projects throughout my time at Yieldify. I possess the ability to work efficiently as an individual as well as within a team, adapting to new and challenging situations.

Relevant Skills:

Main Coding Proficiencies: Typescript**,** React**,** JavaScript, HTML, CSS,
Experience with in Industry: Git, Preact**,** Fastly /VCL, Sagas with redux, Google app script, Google Analytics 4, Firebase, various ESP integrations, Jenkins, JIRA, Confluence, mailjet, Kibana, chrome extensions, Expo
Other proficiencies: Unity, Unreal Engine 4, Arduino, Xbox One Kinect SDK, C#, C++ (openFrameworks), Java, Python
Graphic skills: Adobe Photoshop, InDesign, Illustrator and Figma

Work Experience:

Jan 2020 - current day   **Technical Solutions Engineer at Yieldify**

- **Code Scalable Solutions:** Design and build efficient and scalable technical solutions in Typescript after assessing requirements provided by clients. This includes examples such as building modular features across five different eCommerce platforms that are used by 30% of our clients.
- **Internal tooling:** Create internal tooling in React, Typescript and JavaScript. Extended functionality for our APIs using Sagas and Redux. Configured solutions for our caching service on the Fastly CDN by writing Varnish Configuration Language scripts.
- Experience in configuring CI/CD using Jenkins.
- **Git version control:** Submit detailed code reviews and pull requests in Github for our team and other engineering squads.
- **Work environment:** Work daily in an Agile work environment alongside different departments, including Product, Clients Services and Engineering.
- **Mentoring and onboarding**: Onboard new members of our team including using various Git repositories, making PRs, weekly one to ones and paired programming.
- Aid the Client Services team by streamlining their workflow, making multiple easy to enable features to help with daily tasks. Lead training sessions to guide and support internal and external platform users.
- Interact with clients about technical specifications, communicating at the appropriate level of understanding.
- **Conduct interviews**: interview potential new team members

May 2017 - Dec 2019   **Head of Coding Content, Creative Technologist and Educator at *Blue{shift} Creative Coding***

- Created and managed all company programming content, doing technological research for the company, discovering new and interesting tech
- Developed and taught lessons in Unity, JavaScript, web programming, Python, virtual reality, Arduino robotics, 3D printing / modelling and all other courses.
- Delivered content for events such as workshops, meetings and clubs.
- Managed, onboarded and mentored all teachers
- Fixed and supported any technical issues within the company including managing company tech inventory.

May - Sep 2017	**Virtual Reality Developer:** **Art exhibition – *Negative Space* and *Negative Flux*** **for *WE ARE NOW Festival* at *The Rich Mix* and *Juju's Bar & Stage***

- Pitched and produced two virtual reality art pieces using Unity at WE ARE NOW festival, analysing and developing new ways to improve my second build
- The pieces used an Xbox One Kinect and an Oculus Rift headset. Used C# for integrating Xbox Kinect 2 SDK 2.0 with Unity and combing 3D models with Kinect data

Jul - Aug 2016	**Teaching *City University of Hong Kong* students coding**

- Taught essential JavaScript skills to university students from *City University of Hong Kong* 4-5 days a week
- Assisted students with coding issues, in their native language (Chinese)

Education

2014 – 2017	**Goldsmiths University of London – BSC Digital arts and Computing (2:1)**

- Learned coding fundamentals and how to produce clean and high quality code.
- Developed web programming skills with HTML, CSS and JavaScript
- Version control using Git with terminal
- Taught how to use C#, C++, Java, Unity, JavaScript, HTML and CSS
- Produced four virtual reality projects with Unity and Unreal Engine.
- Modules include:
  Artificial Intelligence, Advanced Graphics and Animation (VR), Computational Arts Practice, Audio-Visual Computing, Web Programming, Introduction to Digital Media, Perception and Multimedia, Principles and Applications of Programming, Critical studies in Computational Arts and Numerical Maths

2007- 2014	**Tiffin School**

- A-Levels: Art, Economics, Physics
A/S in Chinese, General studies and Maths Mechanics
- GCSEs: 5 (A*)s, 2 (A)s, 4 (B)s

Other Courses

Took courses to further my understanding in technologies

- **Epic React course** – by Kent C. Dodds
- **The Complete React Developer Course** – *by Andrew Mead*
- **The Modern JavaScript Bootcamp** – *by Andrew Mead*
- **Becoming a Master of JavaScript from Scratch** – *by Ryan Dhungel*

Other Achievements

2015-2016	**Former captain of *Goldsmiths* Muay Thai Boxing & Open Mat Jiu-Jitsu Club**

- Organisational skills and attention to detail were required for administration work such as room bookings, coaching and membership payments

Duke of Edinburgh Gold, Silver and Bronze

- Developed both teamwork and leadership skills in a range of environments

References available on request