

JORDAN LEWIS

JordanAllenLewis@gmail.com • (925) 819-0063 • JordanAllenLewis.com • linkedin.com/in/JordanAllenLewis

EDUCATION

M.S. Computer Science Georgia Institute of Technology, Atlanta, GA	Graduated May 2024 GPA: 3.7
B.S. Computer Science Arizona State University, Tempe, AZ	Graduated May 2019 GPA: 3.47

EXPERIENCE

Vericast, Remote

Data Infrastructure Engineer Aug. 2022-Present

- Serving as a full-stack, versatile member of a highly agile team, contributing to many facets of our Data Mesh at Vericast.
- Creating a centralized data catalog, providing a unified view of company-wide data assets.
- Developing APIs to ensure seamless data access, contributing to a more responsive and user-friendly data ecosystem.
- Integrating existing internal websites with the Data Mesh, enhancing user experiences across the organization.
- Configuring ETL pipelines for consumers within the company, as well as Data Products on the public Snowflake Marketplace.
- Developed and launched an internal Next.js 14 web application, serving as a landing page/information hub for the Data Mesh project. Features real-time API calls to display live stats on number of data products, data sets, columns, etc.
- Authoring blog-style Data Mesh Guild posts which effectively communicate new deployments and key updates to stakeholders across the enterprise, enhancing cross-functional collaboration and driving informed decision-making.
- Assessing, deploying internally to Kubernetes/OpenStack, and creating compelling demos for technologies which have potential to enhance the Data Mesh.
- Participating in evaluations of various technologies for data virtualization, visualization, event streaming, generative AI, etc.
- Primary technologies: MuleSoft, Collibra, Git CI/CD, Python, Unix, Next.js, Hadoop, Jenkins, Snowflake.

USAA, Plano, TX

Tech Lead - Software Engineer II May 2022-Jul. 2022

- Technical lead for a team of 5+ globally diverse engineers.
- Created technical designs and product roadmaps to drive reliable, reusable, and scalable solutions.
- Continued my responsibilities listed below as a Software Engineer II

Software Engineer II Aug. 2021-May 2022

- Technical lead for a team of 5+ globally diverse engineers.
- Created technical designs and product roadmaps to drive reliable, reusable, and scalable solutions.
- Developed small batch data load and model processes using Domino, R, Python, Git CI/CD, and Airflow.
 - First team in organization to transition business developed models to IT supported infrastructure/technology, benefiting in 60% reduction in code and 95% reduction in hours worked monthly (\$84,000 per model/year).
- Programmed ETL jobs using Python, shell scripts, and IBM DataStage.
- Developed and maintained data integrity through run time controls over various data hops.
- Orchestrated data using a variety of databases such as Snowflake, Oracle, and Netezza.
- Visualized financial forecast data using React, D3, Plotly, and Tableau.
- Primary technologies: Airflow, Control-M, DataStage, Domino, Git CI/CD, Hadoop, Hive, Oracle, Python, R, React, Snowflake, Tableau, Unix.

Software Engineer III Sept. 2019-Aug. 2021

- Created data pipelines from application databases to enterprise data warehouse.
- Developed and maintained data integrity through run time controls over various data hops.
- Programmed ETL jobs using Python, shell scripts, and IBM DataStage.
- Instructing quarterly course to bring employees up-to-speed on IBM DataStage and ETL methodologies.

PROJECTS

Jukeblox

Video Game July 2023-Aug. 2023

- Originally made in 48 hours for [GMTK Game Jam 2023](https://gmkgamejam.com/). Significant updates have been made since.
- Inspired by Flappy Bird and Tetris Effect. Ebb and flow with the forces of gravity as you dodge increasingly more difficult waves of incoming blocks and strive to break your high score. The gravitational effect will reverse every ten points. How long can you last?
- Deployed to the [iOS App Store](https://ios.appstore.com/) and itch.io where users can download or play in their browser.
- Technologies: Unity, C#

ACTIVITIES

Mentor – Paul Quinn College Mentorship Program Jan. 2022-April 2022

- Working closely with a college student to establish regular 1-on-1 meetings, assist with career direction, and provide valuable insight from my professional experience.

Core Team Member - Developer Community of Practice (USAA) Jan. 2021-Jul. 2022

- Coordinating and facilitating meetings to provide a platform for technology experts to share valuable information about new and prevalent technologies.

DataStage Class Instructor – New Hire Onboarding Program (USAA) Aug. 2020-March 2022

- Developing curriculum and instructing courses to bring employees up-to-speed on IBM DataStage and ETL methodologies.