

JORDAN ELL

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2701 Gosworth Rd Apt-303 ◊ Victoria, British Columbia, Canada

EDUCATION

University of Victoria

June 2013

B.S. in Computer Science with Software Engineering

Jamie Cassels Undergraduate Research Scholarship (2012)

Presidents Scholarship (2008, 2012)

Graduating GPA: 7.73 (3.9)

EXPERIENCE

University of Victoria

May 2012 - Present

Software Engineering Researcher

Victoria, BC

- Researching in the realm of socio-technical congruence with applications in awareness among developers.
- Data mining large scale structured and unstructured data to create technical and social dependency networks inside of software projects.
- Creation of bug prediction tools for socially induced failures.
- Creation of source code analysis tools in order to extract technical dependencies.
- Applications developed using Java, PostgreSQL, HTML, Javascript, CSS, and AJAX.

IBM

September 2010 - April 2011

Environment Support

Vancouver, BC

- Orchestrated the deployment and maintenance of Linux, Windows, and AIX, project servers.
- Creation of a single sign on authentication system across Unix and Linux platforms to increase accountability and security.
- Creation of an OS and middle ware patch management system to track required and applied software patches on servers across multiple levels of security.
- Creation of automatic tools to ensure server backup systems made adjustments as necessary to complete backup cycles.

James Evans and Associates

May 2010 - September 2010

Oracle Developer

Victoria, BC

- Developed Oracle Forms as a front end for pension management systems.
- Creation of "Smart Letters" which use an Oracle Database to automatically generate a large set of template letters with stakeholder information.
- Created and managed large SQL scripts / libraries for maintaining sets of data in a Oracle database.

PROJECTS

All projects available on GitHub at: github.com/jordanell

Impact!

September 2012 - Present

Sole Developer

- An awareness tool used for developers in small to medium size projects written in Java, HTML, CSS, Javascript and AJAX.
- Provides automatic social recommendations that are based on technical dependencies among developers in the project's source code.

- Allows developers to subscribe to informational "Streams" which track files, objects, methods and people.

Gravity

September 2011 - Present

Lead Developer

- A 2D platformer physics and puzzle game.
- Created using SDL and OpenGL and written in C++.
- Creation of a level editor using XNA 4.0, .NET written in C#, which allows designers to construct puzzle levels for inside the game.
- Content storage and loading using XML.

STCharts

September 2012 - April 2013

Sole Developer

- A socio-technical congruence awareness visualization tool written in Java, HTML, CSS, Javascript and AJAX.
- Developed as part of a fellow researcher's PhD.
- Allows researchers to input a Git repository as well as a Jira issue tracking URL, which then get analysed for socio-technical congruence over the projects lifetime and is then displayed using a web front end making use of Google Charts.

TECHNICAL STRENGTHS

Computer Languages

Java, C++, C#, C, Python

Protocols & APIs

.NET, SDL, OpenGL, XML, JSON, REST

Databases

MySQL, PostgreSQL, Oracle Database, DB2

Tools

Git, Vim, Eclipse, Visual Studio