Jordan Knox

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Education

08/2017 – PRESENT   BERKELEY, CA
B.A Computer Science
University of California, Berkeley
Relevant Coursework: Data Structures, Structure and Interpretation of Computer Programs, Machine Structures, Data Science, Social Implications of Computer Technology, Computer Graphics, Internet Architecture, Cybersecurity, Designing Information Services and Systems, Software Engineering, Artificial Intelligence, and Machine Learning

Work experience

05/2019 – 01/2020   BERKELEY, CA
Software Engineering Intern
Aiqudo
- Created an OAuth 2.0 pathway to validate the voice assistant system to function as the user
- Utilized a RESTful API to build the backend of 18+ actions that could perform various everyday tasks
- Integrated a variable user interface for unique user interactions with the voice assistant
- Implemented a reporting program to provide diagnostic information on all incidences of failure
- Initialized a database of over 10,000 knowledge entities to connect with existing neural net of data

02/2018 – 05/2019   BERKELEY, CA
Lighting and Sound Technician
International House
- Reprogrammed the user interface for the sound control system
- Calibrated lighting and sound systems for easier control of the hardware
- Put into practice a power monitoring system in order to decrease excess power usage by over 25%

Languages/Skills

Programming: Javascript, Python, Java, C/C++, Golang, Ruby, SQL, Git, HTML/CSS, SVG

Skills: AWS, Linux, node.js, Adobe Creative Cloud, Jenkins, Web Scraping, Shell Scripting

Projects

06/2020
Password Vault
Javascript/HTML/CSS
- Created a secure password vault in order to generate and store effective passwords for various accounts
- Utilized the SHA-256 hashing algorithm and an AES encryption algorithm in order to maintain total security

04/2020
Cloth Simulator
C++
https://cal-cs184-student.github.io/p4-clothsim-sp20- jordanknox917/
- Implemented a visual representation of cloth materials and how they interact with themselves and objects around them
- Incorporated numerical integration to simulate the forces acting upon the cloth
- Integrated raytracing through the use of several shaders built in GLSL

01/2020
Text Editor
Java
- Created a java based text editor which implemented word wrap and cursor selection
- Utilized JavaFX

03/2019
BearMaps
Java
- Constructed a map application using images and data from the OpenStreetMap project, creating a Google Maps like interface for the area surrounding Berkeley
- BearMaps uses the A* search algorithm, similar to Dijkstra's, in order to find the shortest route between two points on the map
- Similar to Google Maps, BearMaps can display any part of the region in a variety of zoom levels