

Miguel Jordan

migueljordan@hotmail.com

<https://jordan-air.com/> (online resume and highlights)

<https://www.linkedin.com/in/migueljordan>

Highlights

Experienced software developer (25+ years) with a proven track record developing clean, robust code with rapid development cycles, and learning new technologies quickly.

- Java / C# / C++
- Windows / Linux / Android / AWS
- Embedded, enterprise and cloud targeted development

Wipro

Technical Lead

Oct 2023 – Current

Continued work started at Elektrobit (FORD SYNC4, see below).

Elektrobit Automotive

Senior Software Engineer

Oct 2021 – Oct 2023

Developer on the FORD SYNC4 infotainment system.

- UI development using the Qt framework on a QNX platform
- Projection framework improvements (Apple CarPlay/Android Auto support)

Bsquare

Senior Software Engineer

Jan 2016 – Sep 2021

Senior developer on customer solutions team (cloud based IoT and data analytics solutions).

- Developed backend server solutions to support the product, using Java based technologies such as Spring framework, MongoDB, Docker, IntelliJ, Maven, AWS
- Also assisted in front end development using Java and the Google GWT toolkit
- During customer down time, worked as a Product team member developing several products focused on IoT such a device management, analytics, tracking
- Primary customer interface during early phase of a project developing a device management solution for Coke (Freestyle dispensers), including travel to meet with customer and assist in development

Bsquare

Senior Software Engineer

Aug 2008 – Dec 2015

Senior developer working on the Ford SYNCII infotainment system (also known as MyFord Touch), first for Bsquare, later as a vendor for Microsoft, finally for Elektrobit.

- Initially hired for C/C++ work in middleware code on a Windows CE6 based image
- Responsible for integration/maintenance of TeleNav navigation core into the image
- Exposed the TeleNav API to the ActionScript HMI developers via the ActionScript extension API

- Later, learned ActionScript to take over primary responsibility for the navigation HMI code base
- Also worked extensively w/ Nuance for voice recognition work and integration of their VR engine into the project
- Integrated SQLite into the image and exposed the API to middleware and ActionScript

Claria

Senior Software Engineer

Nov 2000 – May 2008

Senior developer in an internet advertising startup. Client/server programming on Windows and Debian Linux. Designed/developed/maintained numerous critical technologies and systems.

- Worked in a small team developing a client-based internet advertising platform, with a rapid development cycle and wide distribution (45+ million installs)
- Client/server work via WinInet, ISAPI, HTTP
- Learned Perl/Apache programming to develop multiple advertising optimizers, responsible for making ad selection in real-time
- Developed sync servers that gathered data from many sources (databases, configuration files, etc) to configure the ad servers
- Developed Debian packages to process large volumes of data using Perl, part of a series of larger fault tolerant backend systems
- Developed tools to gather and display statistical data via HTML

CrystalGraphics

Senior Software Engineer

July 1994 - Nov 2000

Senior developer in a very small company (~15 employees) that specialized in consumer/business user 3D interactive software.

- Designed/implemented user interface for an easy-to-use 3D-modeling/rendering program called Crystal 3D IMPACT! Pro (Win32)
- Added real time rendering support to entire product line (OpenGL, Direct3D)
- Designed/implemented Crystal 3D Vortex, a plug-in for Adobe Premiere. This program allows video editors to add high quality 3D transitions to their digital video productions.
- Designed/implemented PowerPlugs: Transitions and PowerPlugs: 3D Titles, two plug-ins for Microsoft PowerPoint 97 which allow business users to add 3D transitions and titles to their business presentations

Personal Projects

See <https://jordan-air.com/> for more information/screenshots/videos.

Cuboinfo (2004/2015) –Windows Direct3D/OpenGL (C++) computer game, sort of like a 3D version of Tetris. Recently updated this as a game for Android and Windows 10.

MigRender – Ray tracing engine (C++) that includes advanced ray tracing features such as reflections, shadows, many forms of texture mapping. Integrated the engine into a web site that performs ray tracing of 3D text in a web browser via an Apache mod_c plug-in. Also embedded the rendering engine into mobile apps that run on Android and modern Windows using NDKs.

Airport Weather – Service written using Google's AppEngine (Java) to aggregate and expose historical airport weather via mobile viewing apps on Android and modern Windows.

Education

BS, Computer Science (June 1994)
California Institute of Technology