

JORDAN SPENCER

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EXPERIENCE

SENIOR SOFTWARE ENGINEER

Nationwide Mutual Insurance

AUG. 2022 – APR. 2024

Columbus, OH (Remote)

- Developed a public-facing web application, utilizing Angular and TypeScript, for insurance quoting and sales, collaborating with cross-functional teams to build from scratch and successfully launching in five states.
- Integrated Contentful CMS across the app to allow business users to instantaneously update content independently, reducing dependency on engineering and increasing the reusability of app components.
- Partnered with UX/UI designers to transform Figma wireframes into responsive, user-friendly interfaces, following WCAG to improve accessibility and ensuring design consistency with a smooth user experience.
- Led the creation of a custom validation system for the entire application, managing complex rules for over two dozen interconnected form fields, working closely with the business requirements team to support diverse customer needs while maintaining full compliance with state-variable underwriting regulations.
- Volunteered as a member of the DevSecOps team, identifying and resolving security vulnerabilities across repositories, contributing to a secure codebase and helping maintain high compliance standards.

ASSOCIATE DEVELOPER

Branch Insurance

MAR. 2021 – AUG. 2022

Columbus, OH (Remote)

- Developed a secure, employee-facing customer account management web application using React and TypeScript, integrating payment processing while ensuring compliance with strict PII safety standards.
- Led the development of customized app-wide form and field-level validation, using Redux to manage state across multiple pages to ensure flexibility and data integrity with an optimal user experience.
- Collaborated on the implementation of CI/CD pipelines within a fully serverless architecture, utilizing AWS services like Lambda, AppSync, and DynamoDB to optimize workflows and streamline deployments.
- Created highly-specific custom test users via AWS Cognito to perform manual testing, wrote detailed documentation, and participated in code reviews to uphold high code quality, coverage, and maintainability.

PROJECTS

THE PUMPKIN ROOM

[GITHUB.COM/JSSPEN/THEPUMPKINROOM](https://github.com/jsspen/thePumpkinRoom)

Fullstack text-based, story-driven, choose-your-own-adventure style game. Written in TypeScript with an Angular UI styled using Tailwind. Node.js backend with Sequelize, a PostgreSQL database and RESTful API. Multi-user support.

LISTENERS FRIEND

[GITHUB.COM/JSSPEN/LISTENERS-FRIEND](https://github.com/jsspen/listeners-friend)

Interactive Python CLI program that uses the Spotify API with OAuth to create and populate playlists from simple text input file or web data scraped with Selenium and BeautifulSoup from online sources like “bestseller” charts.

EDUCATION

CERTIFICATE, FULL STACK SOFTWARE DEVELOPMENT

Tech Elevator Bootcamp, Columbus, OH

2020

BACHELOR OF ARTS, HISTORY OF ART

The Ohio State University, Columbus, OH

2017

SKILLS

LANGUAGES: JavaScript (TypeScript, Node.js), Java, Bash, Python, SQL (PostgreSQL), NoSQL (DynamoDB)

FRAMEWORKS & LIBRARIES: Angular, React (Redux), Django, GraphQL, Vue.js, Spring Boot, Bootstrap

CLOUD: AWS (Lambda, S3, Cognito), Google Cloud Platform (Firebase), Serverless Architecture

DEVOPS: Containerization & Virtualization (Docker, Proxmox, LXC), Prometheus, Grafana, GitHub Actions, CI/CD

API DEVELOPMENT & TESTING: RESTful APIs, GraphQL, Postman, Sequelize, OAuth

TOOLS & METHODS: Figma, Agile/Scrum (Jira), Nano, Test-Driven Development (JUnit), Responsive Web Design