

JORDAN OSTERBERG

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Professional Summary

Software Engineer and Business Administrator skilled at both technical and non-technical leadership, communication and presentations. Experienced in full project lifecycle from design to implementation to integration.

Skills

- Leading software development teams
- Web technologies and services
- Managing multiple projects
- Effective communication
- API design knowledge
- Advanced knowledge of MySQL, Swift, Java, HTML, JavaScript, iOS, Android, NodeJS, Linux, and CSS.
- General knowledge of C# and PHP
- Advanced understanding of OOP (object oriented programming)
- Performance and scalability optimization
- Advanced problem solving skills
- Data management
- Troubleshooting and debugging
- System administration
- Leadership in both technical and non-technical roles

Work History

Children's Tech Manager

Bayside Church
Aug 2017 - Feb 2018

- Oversaw weekend church services children's tech needs
- Trained volunteers to use presentation computer software to run church services
- Trained volunteers in use of soundboards and lighting boards to aid in church services
- Prepared content for use in church services

- Provided specialized input for computer hardware upgrades to better operate church services
- Oversaw check-in stations to ensure that all systems were functioning properly and that they had adequate supply of tags
- Oversaw the setup and teardown of the special needs children services
- Provided a fun and engaging environment for church volunteers

Software Engineer

Bayside Church
Dec 2018 - Ongoing

- Worked on software in NodeJS to help migrate data between two church management systems (FellowshipOne and RockRMS) consisting of over 20,000 records

Education

Western Sierra Collegiate Academy:

August 2015 - Current
Graduation Year: 2019

- Won 1st place in the technology field for the 2015-2016 science fair
- Served as ASB class president in the 2016-2017 school year
- Taught and tutored students in Exploring Computer Science about HTML, CSS, and JavaScript
- Continued tutoring students as a Teacher Assistant in the Advanced Computer Science class, helping them learn the Java programming language as well as web-design principles.
- Won 1st place in School-sponsored programming competition at HPE (CodeWars 2017 @ Roseville)

Other

WWDC18 Scholarship Winner

June 2018

- Apple awarded me a WWDC18 scholarship in 2018
- Applicants were tasked with creating an interactive “Swift Playground”, Apple’s platform for building prototypes and for learning their Swift programming language
- I built a course within their Playgrounds application for iPad that teaches kids how to create a 2D game using Swift. The course was fully accessible using Apple’s “VoiceOver” screen-reader technology, which allows visually impaired users to use Apple software. Implementation of this technology allowed visually impaired users to learn Swift using my course.
- This scholarship included a ticket to the WWDC conference for the 2018 year and lodging for the week