Jordan E. Day

she/her

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EDUCATION

University of Massachusetts, Amherst

Amherst, MA Expected Graduation: December 2025

Bachelor of Science, Computer Science

GPA 3.39

Minor, Linguistics Relevant Coursework: Web Programming, Operating Systems, Introduction to Algorithms, Human-Computer Interaction, Computer Networking

TECHNICAL SKILLS & PROJECTS

Languages: C, C++, JavaScript, TypeScript, HTML, CSS, Crystal Tools: Figma, GitHub, Docker, Jira (Agile), Wireshark, REST API

Obsidian Plugin - Canvas LMS Tasks

- · Designed, developed, and maintained an open-source plugin for Obsidian, enhancing its functionality for Canvas
- Engineered and integrated multiple API endpoints to streamline user interactions with Canvas LMS.
- Led code contributions by managing pull requests, overseeing community feedback, and implementing feature
- Recently obtained official approval for inclusion in Obsidian's "Community Plugins" directory.

Sudoku Solver

- Conducted research on advanced algorithms to efficiently solve Sudoku puzzles across varying difficulty levels.
- Developed Java-based tools to process and perform arithmetic operations on puzzle datasets.
- Designed and implemented recursive functions to systematically analyze and solve large sets of Sudoku puzzles.

LEADERSHIP EXPERIENCE

University of Massachusetts Debate Society President

Amherst, MA

August 2024 - Present

- · Honed public speaking and critical argumentation skills through impromptu debates and analysis.
- Coordinated recruitment initiatives, attracting over 100 qualified prospects.
- Collaborated with a coach to design a curriculum for improving debate and public speaking skills.
- Led the search and selection process for a new debate coach, balancing team dynamics, funding, and current needs.
- Organized seminars with campus groups on equality, diversity, and equitable debating practices.
- Worked with the board to coordinate practices, lectures, and drills, enhancing team performance at tournaments.

iD Tech Camps Dallas, TX Lead Instructor May - August 2023

- Taught and mentored students aged 7-17 in several topics, including Java, game development, 3D modeling and printing, Lua, Minecraft, and Roblox scripting.
- Developed personalized curricula, tailoring content to student skill levels and interests.
- Guided fellow instructors on improving teaching methods and class engagement.
- Enhanced public speaking and leadership skills through classroom instruction and curriculum design.