Jordan **Gedney**

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PROFILE

Python programmer at heart; I'm always trying to improve my skills with my favorite language. In my free time I enjoy native plant gardening, day hiking, poorly playing guitar, and dinghy sailing.

EDUCATION

Bachelor of Computer Science - 2016
Michigan Technological University

SKILLS

Python	Haskell	C	Linux

EXPERIENCE

Arbor Networks - Software Engineer - 2016~2019
Worked to modernize and support a 870,000 line Python and C networking and systems focused codebase. Highlights include adding ExaBGP to support FlowSpec blacklisting, overhauls to hardware blacklisting, a redesign of LACP to remove scaling issues, and initiating and leading the Python 2 to 3 conversion.

Arbor Networks - Intern - Summer 2015
System level bug fixes and minor features in Python and C as part of a product team. Individually developed tooling for the statistical analysis of diagnostic files.

Life Cycle Solutions - Intern - 2014~2015
Used Python, Javascript, and OpenStreetMap to parse, visualize and map research data relating to road health.

2020~Present
After coronavirus prevented my planned 6 months in London, I used this free time to purchase and repair my first home and to author a handful of interactive and graphical programs written in Haskell.

RECENT PROJECTS

A Dark Room Port
A Haskell rewrite of the Javascript game *A Dark Room*. The game engine has been rewritten using Brick to utilize Functional reactive programming.

Mandelbrot Explorer
A Haskell project utilizing Gloss to allow users to visualize and explore the Mandelbrot set interactively.