

Jordan Smalls

Software Engineer | New York, NY | hi@jsmall.net | [linkedin.com/in/jsmalldev](https://www.linkedin.com/in/jsmalldev) | github.com/jordansmalls | jsmall.net

SKILLS

Languages: JavaScript, TypeScript, Python

Front-End Technologies: React, Next.js, Vue.js, HTML, CSS, Tailwind CSS

Back-End Technologies: Node.js, Express, .NET, Django, Flask, Appwrite

Database: PostgreSQL, MongoDB, MySQL, Redis

Cloud & DevOps: Docker, AWS, Railway, Vercel, Netlify, GitHub Actions

Developer Tools: Git, Linux, Claude, Cursor, Figma, Adobe Creative Suite

EXPERIENCE

Software Engineer, Somedays Web Development, *New York, NY*

Nov 2024 – Present

- Generated over \$20,000 in sponsorship revenue for a client by developing a custom analytics platform that transformed surface-level metrics into actionable audience insights for sponsorship negotiations.
- Cut data retrieval time by 40% through MongoDB schema and query optimization, delivering significantly faster page load speeds.
- Enhanced accessibility and UX by building responsive React and Tailwind CSS interfaces tailored for cross-platform performance.
- Designed and deployed 5+ RESTful APIs using Express.js, streamlining data synchronization and lowering client render latency by 25%.
- Delivered multiple fullstack web applications from initial concepts to deployment and maintenance.

Software Engineer, 100Devs, *Remote*

Jun 2023 – Sep 2024

- Launched Notch, an open-source Express based REST API tailored for efficient event counting, serving 1,500+ developers via lightweight, easy to configure endpoints.
- Maintained a 95% backend availability rate across thousands of developers by engineering an automated Node.js uptime management script that successfully eliminated free-tier cold-start delays.
- Cut application load times by 45% by implementing lazy loading, Redis caching, and React rendering optimizations.
- Reduced deployment overhead by automating testing and release workflows with custom GitHub Actions CI/CD pipelines.
- Built "Picture of the Day" web application for the Westchester Amateur Astronomers, leveraging React, Tailwind CSS and NASA API integration, boosting daily user engagement.
- Enhanced system performance and data flow by designing scalable REST APIs, resulting in faster third-party integrations and lower response latency.

Software Engineer, Sway (Open Source Project) – [GitHub Link](#)

Jan 2025 – Present

- Designed and developed Sway, a real-time platform allowing DJs and event organizers to efficiently manage live song requests, audience voting, and room management using React, Node.js, Express, Socket.io, and Spotify APIs.
- Achieved low latency synchronization across 100% of connected clients by engineering real-time WebSocket architecture and event-driven backend services with Socket.io, Express, and MongoDB.
- Enhanced platform reliability and user experience by integrating Spotify APIs for real-time track discovery and metadata enrichment, boosting request accuracy and significantly decreasing request creation time.

Software Engineer, Church of the Living God Inc, *Remote*

Jul 2024 – Nov 2024

- Boosted online donation by 20% while reducing administrative overhead by integrating Givebutter fundraising tools and custom newsletter registration workflows.
- Expanded community outreach and online discoverability by launching the organization's first website, increasing congregation engagement by 35% within a month.
- Cut volunteer onboarding time by 66% by automating registration workflows, expanding the non-profit's ability to serve a more significant number of underprivileged children and students in need.

Disc Jockey, Freelance, *New York, NY*

Nov 2018 – Mar 2022

- Saved 40+ hours per month by building a Python CLI tool using Pytube and FFmpeg to batch download and transcode online media into MP3 format.
- Developed a Python-based web scraper to aggregate music trends from over 20 online sources, keeping curated event playlists up-to-date and drastically cutting manual research time.