

Jordan Medina Ortiz

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Software Engineer specializing in full-stack development, scalable cloud infrastructure, and AI-driven solutions. Engineered the core architecture at an EdTech startup, successfully scaling the platform from 900 to over 5,000 active users. Expertise spans designing high-performance MongoDB aggregations and caching layers for real-time BI analytics, deploying high-availability AWS/Nginx infrastructures optimized for 50k+ concurrent connections, and integrating complex Stripe payment systems. Proven ability to tackle complex algorithmic challenges—such as optimizing memory footprints by 300MB+ and stabilizing frame rates in C#/Unity—and delivering high-impact products that drive user retention and business revenue.

PROFESSIONAL EXPERIENCE

Koplik

Full-Stack Engineer

San Luis Potosí, México

June 2024–Current

- **Infrastructure & Scaling:** Architected a highly available cloud infrastructure utilizing AWS EC2, Cloudflare CDN, and Nginx—tuning OS-level file descriptors and worker_processes to support up to 50k concurrent connections—seamlessly scaling the platform from 900 to 5,000+ active users.
- **AI Integration & Backend:** Engineered a real-time AI flashcard and quiz generation pipeline using n8n and asynchronous background jobs; implemented robust caching strategies and pre-calculated MongoDB aggregations to drastically reduce data load times for complex Business Intelligence (BI) statistics.
- **Product Leadership:** Spearheaded the development of the platform's flagship AI study application; designed custom time-tracking controllers to measure engagement, validating the app as the highest-used feature and the primary driver for user retention.
- **Fintech & E-commerce:** Developed a dynamic e-commerce and subscription system by integrating the Stripe API and webhooks, securely processing high-volume transactions and enabling flexible, custom billing plans for end-users.

OUTRISE Studios

Software Engineer (Game Development)

San Luis Potosí, México

August 2024–July 2025

- **Algorithmic Optimization:** Implemented a highly optimized A* Pathfinding algorithm for up to 50 concurrent NPC entities, utilizing dynamic range calculations to minimize CPU cycles and maintain high performance during complex spatial navigation scenarios.
- **Performance & Memory Management:** Led a comprehensive technical audit using the Unity Profiler, stabilizing the game's frame rate to a consistent 60 FPS and reducing the managed heap memory footprint by over 300MB through aggressive garbage allocation (GC.Alloc) elimination.
- **Software Architecture:** Applied advanced OOP design patterns (Observer, Mediator, State Manager, Template Method) in C# to decouple rigid game systems, facilitating modular communication and accelerating the integration of new gameplay mechanics.

Edwin Velarde - Sr. Finance Controller Global IT

Frontend Developer

San Luis Potosí, México

June 2024–June 2024

- **Web Performance Optimization:** Designed and deployed a high-performance executive portfolio utilizing the Astro framework and Tailwind CSS, leveraging Astro's "Islands Architecture" to ship zero client-side JavaScript by default.
- **Technical Metrics:** Achieved a perfect 100/100 Google Lighthouse score across Performance, Accessibility, Best Practices, and SEO metrics, minimizing Total Blocking Time (TBT) and optimizing the Largest Contentful Paint (LCP).

EDUCATION

Universidad Politécnica de San Luis Potosí

Information Technology Engineering

San Luis Potosí, México

August 2022–June 2027

SKILLS

- **Programming Languages**
TypeScript · JavaScript (ES6+) · C# · C++ · C · Java · PHP
- **Backend & Architecture**
Node.js · NestJS · Express · System Design · RESTful APIs · *Webhooks* · Object-Oriented Programming (OOP)
- **Cloud & DevOps**
AWS EC2 · Docker · Nginx · Cloudflare CDN · Linux · Git · GitHub · CI/CD
- **Frontend Technologies**
React · Astro · Tailwind CSS · SASS
- **Databases**
MongoDB (Aggregation Pipelines) · MySQL
- **AI & Game Development**
n8n (AI Automation) · Unity 3D · Unity Profiler · AI Pathfinding (A*) · Memory Management (GC)