

# Jordan Peters

## Senior Software Engineer

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**A:** Exeter, UK - Relocating to London

### Personal Profile

6+ years of experience (2 years as lead) across Vue, Django, React, Scikit-Learn, Android, Swift, and Unity. Creator of an emotion-based Spotify music recommender AI app. A fast learner, highly detail-oriented, and passionate IC and architect who loves challenges and supporting people.

**L:** [linkedin.com/in/arcadiasoftware](https://www.linkedin.com/in/arcadiasoftware)

**G:** [github.com/rollersteam](https://github.com/rollersteam)

## KEY CAPABILITIES



## WORK HISTORY

### Android Engineer

Remote - Contract

Audo Player Ltd

09-2025 - 09-2025

- Succeeded in negotiations with Spotify and starting fundraising round by delivering an investor prototype in 10 days for Spotify parental control consumer app & boombox player.

Exeter, UK - Contract

### Full Stack Engineer

Attomarker Ltd

10-2024 - 09-2025

- Engaged Apple Health team, completed MVP user trial in Cambridge, and achieved 10 minute diagnosis of infections in blood samples by launching an iOS medical device to app store from proof of concept.
- Greatly reduced R&D time by creating 2 new computer vision images, 4 graphs, and 5 columns of data in the experiment analysis dashboard React and Vue web apps, with serverless Node backend.
- Saved weeks of scientists' time by verifying experiment signal and routine time series in notebooks.

### Android Engineer

Remote

RealWear Inc

06-2022 - 01-2024

- Reached 10k+ app store downloads on Android & iOS, used by Microsoft, Ford, and Cisco, by launching RealWear One IoT companion app with video chat and command/control.
- Owned upgrade of 26 system apps to Android 12 and Kotlin, launching the RealWear Z1 headset.
- Helped close \$1,000,000+ deals by being lead consultant for ISV support for 4 devices, and rapidly diagnosing app and AOSP bugs across 4 timezones.
- Sped launch of IoT iOS companion by 50% by learning Swift and delivering two-way video chat.
- Helped design 3 new products by completing multiple R&D projects, including 1 AI project.
- Reduced defects by leading the mobile team's 5-layer automated testing strategy using Espresso & JUnit.
- Improved user interface stability and feel across 5 apps by creating the adoption strategy for Jetpack Compose, Flow APIs, Kotlin, ViewModel, Koin, and coroutines for my team, and implementing it.

### Senior Unity Developer

Remote

SimplyVideo

01-2021 - 03-2022

- Led and architected the R&D and launch of the MagicLeap, HoloLens, and Android 3D video chat app & Unity plugin, connecting web and XR devices.
- Led, architected, and designed the 3D annotation and Sketchfab model integration by mentoring a graduate developer.
- Greatly reduced rework by 3 hours on average by implementing more efficient QA processes using The Phoenix Project book.

# Lead Full Stack Engineer

Hatless Studios

Remote

07-2019 - 06-2021

- Helped gotLearning win over \$1M in grant awards by leading the successful international pilot of a Silicon Valley EduTech consumer mobile and web platform (Vue, Django) from POC with 10 developers.
- Assured Christmas deadline release and retained gotLearning by fostering a kind & rewarding team environment, and reducing rework by days on average through better feedback & QA processes.
- Enabled JJCFinTech to be bought out by Bain & Company by delivering a business process diagram marketplace and viewer web app that integrates with their existing database.
- Led the launch of SimplyVideo's web, Android, and AR video chat apps to Play Store and RealWear app store with a team of 5 developers from POC phase.
- Educated 30 students over a 5-week course how to code and design in Python by teaching data visualization.

## PROJECTS

### Emotion - Spotify Music Recommender App

Exeter

Personal Project

07-2018 - Present

- Awarded peer-review journal publishable grade (86%) on white paper as part of a Bachelor's dissertation.
- Completed 3 prototypes with music recommendation and Spotify capabilities by running 3 user feedback sessions to identify UX pain points and feature priority.
- Made automatic 5-minute deployment on merge with containerization and pipelines.
- Improved power of user feedback in iterations by creating drift metrics, alerts, and logging production monitors.

### JJD Performance Analyzzer

Queen Mary University of London

London Music Tech Hackathon 2025

- Won £1,500 first place by creating a piano performance analyser based on ChatGPT and our novel MLP text number feedback, and audio analysis model.

### Cyclone Path Research Web App

Exeter

Met Office Hackathon 2020

- Won first place by building a 3D globe cyclone visualisation tool with Met Office weather big data.

### Wellness Talking Therapy Web App

Exeter

ExHack Hackathon 2019

- Won 'Best Prototype' from Bank of America by building a talking therapy web app with 3 students.

## EDUCATION

### BSc, Computer Science with Industrial Placement, 1st Class

2018 - 2022

University of Exeter

- Grade: 76% - Awarded Dean's Commendation of Exceptional Performance (top 10%) in first year.
- Created a peer review journal publishable dissertation (86%) for an emotion-based music recommender app.
- Awarded first place for developing a campus exploration mobile-first web game in a small team.
- Modules: Data Structures and Algorithms (93%), AI and Applications (91%), Group Software Engineering Project (88%), Computer Languages and Representation (85%), The C Family (76%), Outside the box: Computer Science Research and Application (73%)