

JORDAN KOROGODSKY

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WORK EXPERIENCE

Crexendo

Toronto, ON (Hybrid)

Quality Assurance Security Engineering Intern

Jun 2026 - Aug 2026

- Automated OWASP ZAP and additional scanners behind a single cron-driven tool, moving vulnerability and security regression checks from on-demand manual runs onto a continuous schedule.
- Built a protocol testing tool that generates malformed packets across multiple classes and validates how the server handles each, exercising edge-case input paths that manual testing did not reach.
- Extended the tool to fingerprint target servers and automatically map their SIP channels, producing VoIP topology data without manual enumeration.

UB Theme Park Engineering Club (UBTPEC)

Buffalo, NY

Lead Software Engineer / Fundraising Chair / Product Manager

Jan 2025 - Present

- Lead cross-functional teams of 5+ developers and engineers, coordinating deliverables using Agile/Scrum methodologies with sprint planning tracked in Jira and documented in Confluence.
- Design, develop, and deploy embedded control systems using C, applying the full software development life cycle from requirements gathering through unit testing and deployment.
- Perform system integration testing and debugging of ride control software, ensuring defect-free operation under ASTM safety standards.

Alex's Jewelry

Manhattan, NY

Data Entry Specialist & Web Developer

Apr 2022 - Dec 2022

- Designed and implemented an inventory management and bookkeeping system using JavaScript, PHP, MySQL, and HTML.
- Optimized query performance using hash map data structures, reducing inventory lookup times by 60%.
- Implemented website security protocols including authentication systems and secure database connections.
- Delivered a fully functional system meeting all business requirements within a four-month timeline.

PROJECTS

Octo Pie - Original Concept Theme Park Ride

University at Buffalo

Lead Software Developer & Project Manager

Oct 2025 - Present

- Lead a five-person software team turning an original mechanical concept into a working ride, from feasibility review with mechanical engineering through operator-facing deployment.
- Developed control panel software with state machine logic, safety interlocks, and operator interfaces on embedded hardware.
- Placed 6th of 32 colleges at the 2026 national Ride Engineering Competition with zero code-based downtime across the event.

Patch Panic: Nullify - 2.5D Roguelite

Independent

Solo Developer, Godot 4.7

2026 - Present

- Sole developer across design, programming, and systems architecture for a 2.5D top-down roguelite targeting a commercial Steam release.
- Built procedural floor generation with room-sealing encounter logic, per-layer bosses, and a persistent progression hub carried between runs.
- Implemented two combat systems inside a single run loop, ranged physical combat and an unarmed code-breaching mode, governed by shared run-level resource meters.

Choreganized - Household Management Web App

University at Buffalo

Software Developer

Aug 2025 - Dec 2025

- Developed a full-stack application using React, Node.js, PHP, and PostgreSQL featuring automated notification systems, shared calendars, and task management modules.
- Implemented RESTful API endpoints, performed unit and integration testing, and managed deployments using Git version control in a Linux environment.

EDUCATION

University at Buffalo

Buffalo, NY

Bachelor of Science in Computer Science

Expected December 2026

SKILLS

Security & QA: OWASP ZAP, Vulnerability Scanning, Protocol Fuzzing, Malformed Packet Testing, Server Fingerprinting, SIP/VoIP, Regression Testing, Smoke Testing, System Integration Testing, Cron Automation

Languages: JavaScript, TypeScript, Python, Java, C, C++, C#, Go, PHP, SQL, Rust, OCaml, HTML/CSS, MIPS Assembly

Frameworks & Libraries: React, Node.js, Express, Arduino, NumPy, Godot

Databases & Data: PostgreSQL, MySQL, REST APIs

Tools & Platforms: Git, Jira, Confluence, Docker, Emacs, Linux/Unix, CI/CD

Methodologies: Agile/Scrum, SDLC, OOP, Unit Testing, Code Review

Relevant Coursework: Data Structures & Algorithms, Probability & Statistics, Linear Algebra, Computer Organization, Programming Languages, Software Engineering

LEADERSHIP & ACTIVITIES

- Software Team Lead in the 2026 Toronto Metropolitan Thrill Design Competition, REC 2025, and REC 2026.
- Secured \$800+ in sponsorships as Fundraising Chair; ran programming workshops for 30+ students on Git, Python, and embedded systems.
- Captain of the #1-ranked intramural volleyball team for multiple semesters and of the intramural basketball team.