

Jordan Ali Hilado

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EXPERIENCE

Microsoft

Software Engineer

San Francisco, CA

Jun 2024 - Present

- Architected and executed infrastructure scale-outs for Azure Resource Graph's (ARG) ingestion layer processing 8B+ events per day, by combining pub/sub pipeline expansion with CPU-driven VM autoscaling across 205 clusters using Bicep/YAML infrastructure-as-code workflows with Azure DevOps CI/CD pipelines, reducing SLA breaches by 40%
- Designed and implemented a high-throughput ingestion pipeline with C#/.NET that consumes pre-aggregated NDJSON batches from Apache Spark, extending ingestion contracts and deserialization while enforcing deterministic, shard-aligned batching to prevent cross-partition writes and preserve storage and query accuracy at scale
- Ideated and deployed a GitOps infrastructure control plane using TypeScript with React and C# with Azure Functions/.NET that reconciles live production state against version-controlled configs, detects capacity drift, and generates PR-based updates via GitHub Copilot SDK and CLI to automate multi-day reviews into a one-click operation
- Led on-call response for ARG's ingestion layer, root-causing and mitigating dozens of customer-impacting incidents for F500 enterprises and governments globally, while enhancing observability dashboards with Kusto/KQL, strengthening team incident response through retrospective analysis and documenting RCAs

Walt Disney Animation Studios

Software Engineer Intern

Burbank, CA

May 2023 - Aug 2023

- Built and shipped a production-scale internal platform using React, FastAPI, and the Autodesk ShotGrid REST API, enabling 100+ production managers to seamlessly manage animated clip metadata with improved accessibility, scalability, and maintainability – now powering every Disney Animation film production since 2024
- Improved data pipeline reliability and integrity by automating ingestion workflows for terabytes of cross-department production data using Python, AWS, Snowflake, and Apache Airflow, with monitoring and backfill-safe operational patterns

Software Engineer Intern

May 2022 - Aug 2022

- Shipped 12 hotfixes/features for internal production and employee management tools using React, Django, GraphQL, and Cypress, and refactored core services from JavaScript to TypeScript, improving maintainability and system reliability
- Automated employee profile metadata synchronization using Apache Airflow, MySQL, Python, REST APIs, and Ruby on Rails, improving cross-system consistency and reliability for employee records

Handle Delivery

Software Engineer (contract)

Remote

Mar 2023 - May 2023

- Scaled cloud infrastructure and mobile platform to serve 13k+ students across 6 universities by optimizing serverless functions in TypeScript/Node.js, improving reliability and performance during peak demand
- Developed and maintained various internal and consumer-facing applications including iOS/Android mobile applications and real-time admin dashboard utilizing React, React Native, TypeScript, and Firebase

TECHNICAL SKILLS

- **Languages:** Python, C#, JavaScript/TypeScript, HTML/CSS, SQL/KQL, Java, C++, GraphQL, PowerShell, Ruby
- **Frameworks:** React, .NET, FastAPI, Express, Next.js, Django, Flask, Ruby on Rails
- **Data & Storage:** PostgreSQL, DynamoDB, Cosmos DB, Redis, MySQL, MongoDB, Firebase, SQLite, Supabase
- **Software & Tools:** Azure, AWS, Git, Docker, Kubernetes, CI/CD (GitHub Actions/Azure DevOps), Terraform, Node.js, Service Fabric, Azure Monitor, Profiling analysis, Postman, GCP

EDUCATION

California State University, Long Beach

B.S. Computer Science

Aug 2020 - Dec 2023

GPA: 3.80

Affiliations: Associated Engineering Student Body, Association for Computing Machinery, BeachHacks Organizing Committee, Computer Engineering/Science Student Advisory Board, ICPC Programming Team, The Aerospace Corporation's Dean's Leadership Academy, Engineering Honors Program, Google Developer Student Club, STEM Advantage Scholarship

PROJECTS AND PUBLICATIONS

Heaptree (Website: <https://heaptree.com/>)

Jan 2025 - Present

- Built a developer platform (web + SDK) enabling one-line headless VM provisioning for ephemeral execution and testing; focused on reliability, isolation, and fast feedback loops using React/Next.js, TypeScript, Python, and AWS (EC2, DynamoDB, Lambda)

Comparative Study of Text-to-Image Models: A Focus on Subject-Specific Training for Improved Generation

(Publication: <https://scholarworks.calstate.edu/concern/projects/pz50h376p>)

Jan 2023 - Dec 2023

- Investigated subject-specific fine-tuning for text-to-image generation (Stable Diffusion 1.1 + LoRA), emphasizing evaluation methodology and comparative performance trade-offs for improved subject fidelity