Jason Tang

Software Developer - Toronto, ON

✉ jason.tang.job@gmail.com   in http://www.linkedin.com/in/jasontang001
○ https://github.com/AsonJtsz   </> https://asonjtsz.github.io/Jason-Tang

SUMMARY

A highly motivated software developer with background in computer science, delivered multiple projects in Python, Java, Javascript and many languages. Excellence in problem-solving, collaborating with teams and able to work under pressure. Ready to contribute technical expertise and creativity to drive success, committed to continuous learning and growth. Looking to become a senior in full-stack developer in 5 years.

SKILLS

Languages: Python, Java, HTML, CSS, JavaScript, TypeScript, SQL
Tools: Git, GitHub, VS Code, Figma, Unity
Frameworks: Flask, Spring Boot, React, Node JS, Bootstrap
Concept: OOP, Design pattern, Databases, Agile, UI/UX
API: Restful API

EXPERIENCE

Hong Kong Productivity Council | *Software Developer*   Feb 2023 – Oct 2023
Python, MySQL, Javascript, Bootstrap
• Developed and maintained software systems and website in Hong Kong Computer Emergency Response Team Coordination Centre (HKCERT team)
• Integrated Azure OpenAI into the existing internal and external applications to enhance productivity and user experience, increase user engagement in company website by 20%
• Designed and developed a new application, leveraging ChatGPT technology, to assist colleagues with their daily tasks, improving productivity and efficiency by 30%
• Crafted and updated documents using Microsoft Word to articulate comprehensive details and workflow of my applications, including the integration of new features for the team.

Varmeego, Hong Kong | *Software Developer*   Jul 2022 – Feb 2023
Java, Spring Boot, Vue.js, SQL Server
• Worked in Vue.js frontend and Java backend at a high-impact, large-scale project, with 50+ Developers in building new company registration and management systems for Hong Kong government.
• Collaborated actively with the team to debug and deploy Java classes, ensuring the smooth operation of critical back-end functionalities of the company registry project for the Hong Kong government.
• Developed a user-friendly registration portal using Vue.js, improving the company registration process for Hong Kong businesses.

Zoomob, Hong Kong | *Game Developer Intern*   Jun 2021 – Aug 2021
Unity, C#
• Conceptualized and executed the development of a Unity-based game, transforming a creative concept into a functional prototype.
• Collaborated seamlessly with the art team, bringing a harmonious fusion of programming and artistic elements to enhance the visual and interactive aspects of the game project.

EDUCATION

The Chinese University of Hong Kong   Aug 2018 – Aug 2022
Bsc in Computer Science
CGPA: 3.33/4.0
Awards: Dean's List 2021-2022
Courses: Design and Analysis of Algorithms, Software Engineering, Data Structures, Operating Systems, Database Systems, Cyber Security, Digital Logic and Systems, Linear Algebra and Vector Calculus, Discrete Mathematics, Computer Game Software, Fundamentals of Machine Learning