

Jason Tang

Software Developer - Toronto, ON

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SKILLS

Languages: Python, Java, HTML, CSS, JavaScript, TypeScript, Linux Bash

Tools: AWS, Azure, Git, GitHub, GitLab, Chrome Dev Tools, VS Code, IntelliJ, Eclipse, Jira, Unity

Frameworks: Django, Hibernate, Spring Boot, Junit, React, Vue.js, Mongoose, Redux, Node.js, Tailwind, Bootstrap

Concept: CI/CD, Microservice, MVC, Restful API, OOP, Design pattern, Agile, UI/UX, SDLC

Database: MySQL, MongoDB, MS SQL, No SQL

EXPERIENCE

Hong Kong Productivity Council | *Software Developer*

Feb 2023 – Oct 2023

- Worked under **agile scrum** environment in HKCERT team with **Jira** for ticketing and project tracking, in a 4-week **sprint cycle** to deliver quality work and coordinate to CERT teams across the world.
- Migrated on-premises services to **Cloud (AWS)**, use **Kubernetes and Docker** to containerize the system, set up **EC2** and **S3** for **Auto Scaling** and **Load Balancing**, ensure **scalability, elasticity and fault tolerance**.
- Developed user subscription services (security related topic and news) on company Website with **React, TypeScript, HTML, CSS** and **Python (Django)**, with **over 2000** subscribers.
- Set up **Oauth 2.0** for **SMTP mailing automation** in retrieving and sending mail with Outlook.
- Designed and developed **Website Checker System** with **Selenium and BeautifulSoup**, with international **proxy service** from **Oxylabs** to simulate both desktop and mobile proxy, reducing workload of the team by **20%**.
- Applied **Python Locust framework** for **performance testing** and redefined **Mongodb querying and indexing strategies** to achieve a **200%** performance increase in server response time.

Varmeego, Hong Kong | *Software Developer*

Jul 2022 – Feb 2023

- Contributed to a **large scale complex system** with **50+** developers to deliver a company registration and management system in a government project for millions of companies in Hong Kong.
- Developed efficient **query** in **JDBC** for **MySQL Database**, and **model, controller and service classes** for **CRUD operation** in **Java Spring Boot MVC microservices** with **RESTful API** to ensure smooth response in a **high-traffic system**.
- Delivered **responsive and user-friendly UI** with **JSX (Javascript XML)** and **Vue.js**, and **Bootstrap** for styling in **CSS, HTML** under **micro frontend architecture**.
- Conducted **Unit Test** in frontend using **Jest (Vue.js)** and backend using **JUnit (Java)** for **DevOps test automation** on **GitLab**.
- Contributed across multiple **development and feature branches** using **Git** and continuously integrated into the **CI/CD pipeline** for quality delivery and deployment.

Zoomob, Hong Kong | *Game Developer*

May 2021 – Sept 2021

- Spearheaded the development of a **Unity C#** game prototype, **collaborated** with the art team to integrate **VFX** (visual effects) into the game and developed **physical simulation**.
- Worked thorough the **Software Development Life Cycle (SDLC)**, from **requirements analysis** and **specification** to **system design** and programming, conducted **unit and performance testing** before **deployment**

PROJECTS

LiCAN | *Online Forum*, link: <https://forum.buramars.com/>

- Developed and designed LiCAN, a modern online web forum utilizing **MERN stack (MongoDB, Express.js, React, Node.js)**, with **TypeScript, Tailwind CSS, Redux** for state management, and **Vite** for streamlined development.

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

CERTIFICATION

- AWS Certified Cloud Practitioner