

JASON CAMERON

Toronto, ON

jason@jasoncameron.dev • jasoncameron.dev • github.com/jasonlovesdoggo • linkedin.com/in/jsoncameron

EXPERIENCE

Project Metropolis, Toronto, ON

September 2022 – Present

Backend Lead ~ June 2023 – Present

- Maintained our backend and API to integrate with the React frontend.
- Implemented abstract likes, comments, saves & view count from scratch for announcements, blogposts & on other comments.
- Maintained seamless and efficient asynchronous communication with a team of 50 members.

EDUCATION

William Lyon Mackenzie Collegiate Institute, Toronto, ON

September 2022 – June 2026

Ontario Secondary School Diploma

School Website Team (Backend Lead / Vice-president), Competitive/Computer Programming Club (Executive), Engineering Club (Tech Lead), School Newspaper (Photographer / Quality Manager), A/V Team (Crew Member), Satirical Newspaper (Web Developer), Robotics Club (General Member).

PROJECTS

<https://jasoncameron.dev/#/projects>

RedditVideoMakerBot | Python, Reddit, FFmpeg, Web scraping | 2022 | [elebumm/RedditVideoMakerBot](#)

- Improved simplicity for the beginner to run the bot with a GUI for the config which helped the bot grow to **5500+** stars on GitHub with over **60,000** clones of the GitHub repository.
- Reverse engineered the TikTok TTS API to provide advanced TTS functionality to the bot.
- Improved the TTS functionality by adding several other TTS engines including the AWS Polly API Which
- Continuously improved and maintained the bot overcoming many challenges including but not limited to API rate limiting, background video copywriting, Reddit & TikTok API changes & challenges with the bot running on 10,000+ of different machines.

Foodle | TypeScript, Svelte, CSS, Python, Flask & Google Analytics | 2022 | [JasonLovesDoggo/foodle](#)

- Listened to what the community wanted and grew the game to over **600,000** unique visitors with approximately **2,950,000** total page views within just a short couple of months.
- Individually created, maintained, documented, tested, deployed, and hosted my own twist of the popular game Wordle.

ScreentimeShowdown - Winner at HTV 8 | Express.js, Oauth2.0, Meta. PayBilt | 2023 | [JasonLovesDoggo/screentimeshowdown](#)

Helping people quit social media with the help of a friendly competition and some monetary gain.

- Implemented Meta's Oauth 2.0 & Webhook API from scratch allowing us to monitor and react whenever somebody opened Facebook or Instagram on any of their devices.
- Performed end-to-end testing, leading to a flawless demo for a competitive edge.

PhysioQuest - Winner at JamHacks 7 | Python, Django, HTML, CSS & OpenCV | 2023 | [JasonLovesDoggo/jamhacks](#)

Gamifying physiotherapy with AI to encourage consistency and accuracy when completing exercises.

- Integrated the CV model to the end user's webcam via the backend API.
- Designed and implemented the codebase, along with creating the corresponding database models.

Scavenger Hunt - @ Project Metropolis | Python, Django, HTML & Oauth2.0 | 2022 | [wlmac/scavenger](#)

- Conceptualized and implemented the path-based system to ensure participants follow a predetermined route, preventing luck-based fast-tracking and cheating.
- Conducted thorough testing and debugging to guarantee app functionality and performance.

ADDITIONAL INFO

Languages: Python, JavaScript/TypeScript, Golang, HTML & CSS/SCSS

Frameworks: Django, Flask, FastAPI, React & Svelte

Databases: MongoDB, PostgreSQL, SQLite & Redis

Developer Tools: Git, GitHub Actions, GitHub Pages, Cloudflare, Postman, & the JetBrains suite of IDEs

Productivity and Design Tools: Notion, Canva, Figma & Photoshop