

JASON CAMERON

Toronto, ON

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EXPERIENCE

Project Metropolis, Toronto, ON

July 2022–Present

Backend Developer ~ September 2022 - June 2023

Backend Lead ~ June 2023 – Present

- Maintained, Updated & Documented our API to integrate with our new 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.
- Successfully delegated tasks based on team members' strengths and deadlines.

EDUCATION

William Lyon Mackenzie Collegiate Institute, Toronto, ON

September 2022- June

Ontario Secondary School Diploma

2026

School Website Team (Vice-president), Competitive/Computer Programming Club (Executive), Engineering Club (Tech Lead), School Newspaper (Photographer)

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, Microsoft Suite, Canva, & Photoshop

Total Volunteer hours as of August 2023: 113

PROJECTS

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

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 and associated database models.

Scavenger Hunt - @ Project Metropolis | Python, Django, HTML & OAuth 2.0 | 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.
- Actively contributed to brainstorming sessions and provided creative input for future enhancements.

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

- Singlehandedly created, maintained, documented, tested, deployed, and hosted my own twist of the popular game Wordle.
- 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 (data from google analytics).

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

- Reverse engineered the TikTok TTS API to provide TTS functionality to the bot.
- Improved the TTS functionality by adding several other TTS engines including the AWS Polly API.
- 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 1000s of different machines.
- 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.