

Jason Earvin

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<https://jasonearvin.github.io/Portfolio/>

PROFILE

An IT enthusiast with passions on software development. A team player, committed, and able to work under pressure. A rapid learner of new, emerging technologies.

AREAS OF EXPERTISE

- Collaboration using Git repositories
- C, C#, Core Java, Advance Java, HTML, SQL, JavaScript, Typescript, Python
- Unity and Unreal Engine to create game application
- Over three years in complete Software Development Life Cycle (SDLC) in variety of technological platforms

PAST PROJECT HIGHLIGHTS

Awhina, Feb 2021 to Nov 2021

Developed a mobile community COVID-19 help application for a corporate healthcare client using JavaScript (React Native).

Fantasy Escape, Jul to Nov 2020

Development of a game software by team of 5 using Unity and C#

Train Booking application, Feb to May 2020

Development of a booking seat application using Java

INTERNSHIPS

Web Developer

Bali United, Jakarta, November 2022 – January 2023

Key responsibilities:

- Improved functional code with JavaScript and TypeScript
- Using Trello to track the tasks of the website
- Improved GitHub and Docker resources and functions
- Understanding teamwork in a remote work

Game Programming

Anantarupa Studio, Jakarta, January 2023 – March 2023

Key responsibilities:

- Improved functional code with C#
- Better understanding of using Unity game engine
- Managed Fork and Gitlab resources and functions
- Helped update the team's current game with quality-of-life coding
- Had proper communications with Assistant and HRD

EMPLOYMENT HISTORY

Merchandiser

HOOP, Auckland, Nov 2020 – Nov 2022

Key responsibilities:

- Store visits, refilling, reporting, and restocking merchandise
- Products & other promotional displays

Frontend Web Developer

ENLIST, Auckland, March 2022 – June 2022

Key responsibilities:

- Managed CSS templates
- Improved usability for users
- Ensured proper communication and connection to Backend developers
- Improved GitHub resources and functions

EDUCATION

Bachelor of Computer and Information Sciences (Software Development major)

Auckland University of Technology (AUT), Jul 2018 – Nov 2021

Taylors College Auckland Foundation Year

Taylors College, Jul 2017- Jun 2018

Key Papers

- Programming 1 / Programming for Engineering Applications
- Logical Database Design
- Software Development Practice
- Contemporary Issues in Software Engineering
- IT Project Management
- Research and Development Project Part 1 & 2

INTERESTS

- Musical Instrument - Drums
- Sports – Soccer

REFEREES

Referees are available upon request