

Jesse Leung

[in linkedin.com/in/jesseleung97](https://www.linkedin.com/in/jesseleung97) | jesseleung.com | [✉ jessetleung@gmail.com](mailto:jessetleung@gmail.com) | github.com/JesseLeung97

Skills

- Rust | Go | TypeScript | JavaScript | Php | Ruby | PostgreSQL | MySQL | Node | Gin-Gonic | React | Preact | Sveltekit | Redux | jQuery | Git
- AWS | Docker | Jest | Unity 2D | Figma | Sketch | Slack | Atlassian | Neovim
- Frontend | Backend | Full-Stack | Game Development | UI Design | English, Japanese – *All professional proficiency or above*

Experience

Software Engineer

Steins Inc.

Tokyo, Japan 12/2020 - Present

- Leading the design and development of a marriage related Q&A site for the Japanese market using **Go, Gin-Gonic, TypeScript, Sveltekit, PostgreSQL, Redis, and Docker**.
- **Toresaka**: Refactoring and expanding a **React and Redux** trading card game by reorganizing the code base to separate concerns and improve maintainability for the development team. Additionally, use prior experience with **React and Redux** to help mentor colleagues as they get acclimated to the codebase.
- **Muvluv**: Refactored and updated gacha logic to remove **N+1 queries**, avoid heavy repetitive calculations, and make code easier for other developers to parse. **Php, C#, Unity, MySQL**.
- **Girls Band CRY**: Designed and implemented the core in-game functionality in **C# and Unity** for a rhythm game with modifiable speed, note types, and difficulty. Also refactored a converter written in **C#** to convert from **Midi** data provided by the sound team to **JSON** data for use in game.
- **Gundam: Iron Blooded Orphans**: Implemented complicated client side player stat calculations in **C#** and developed a reusable UI in **Unity** for use in the PvP game sections.
- Dramatically (>30s) improved admin-side **SQL** queries while also designing and implementing a mobile dashboard in **Ruby on Rails** and **JQuery** to allow for emergency management of a matchmaking service with over **60,000** users.

Software Engineer, Part Time

Steins Inc.

Tokyo, Japan 09/2019 - 03/2020

- Restructured **PostgreSQL** tables to avoid convoluted and heavy queries to improve the page load time for matchmakers.
- Worked with an external team to implement new features and updated UI for a social media application

Software Engineer, Intern

Steins Inc.

Tokyo, Japan 05/2018 - 08/2018

- Conducted market research, formulated a proposal, and designed the preliminary UI for a proposed patreon like service for the Japan market.

Education

Bachelor of Science

University of Massachusetts Amherst

Amherst, MA, USA 09/2016 - 08/2020

- Major in Computational Mathematics
- Minor in Japanese

F.L.A Exchange Student

Sophia University (上智大学)

Tokyo, Japan 09/2019 - 03/2020

Exchange Student

Temple University Japan Campus

Tokyo, Japan 05/2018 - 08/2018

Projects

- **Jesska.io**: A dynamically routed **SPA** built in **React** with **Firebase** to display a comic series in both English and Japanese
- **Progress-logger**: A small **python** app to read task progress from google sheets and generate a report in slack
- **LSH**: An implementation of **locality sensitive hashing** in **Rust** to match similar user profiles
- **Slack-translate**: A DeepL integration written in **Rust** using **Axum** and **SQLite** to help my international team communicate fluidly. Also includes an analytics dashboard.
- **Endureandsurvive.io**: A countdown to The Last of Us Part II written in **Preact** and hosted on **AWS**.
- **Jesseleung.com**: My personal website written in **Preact** and hosted on **AWS S3** with **Cloudfront**.

Others

- **Division 1 Lacrosse**: a member of the division 1 men's lacrosse team at UMass Amherst (2016-2018)