Jesse Leung

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Skills

- **Languages:** Rust | Go | TypeScript | JavaScript | C# | Php | Ruby | Python | PostgreSQL | MySQL | HTML | CSS
- **Frameworks:** Node | Gin-Gonic | React | Preact | NextJS | Redux | Git | Axum | .NET | Ruby on Rails | jQuery | UniRX | DoTween
- **Tools:** AWS | Docker | Jest | Unity | Redux | Figma | Sketch | Slack | Atlassian | Linux | Neovim
- **Other:** Frontend | Backend | Full-Stack | Game Dev | UI Design | Japanese – *Professional Proficiency*

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:** Designing and implementing a tutorial for a **React and Redux** trading card game while ensuring code organization and ease of expansion by other developers. Additionally, mentoring colleagues and performing code reviews with special focus on possible bugs, code styles, and the future maintainability of 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 comprehend. **Php, C#, Unity, MySQL.** The game has been downloaded **over 50,000** times.
- **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 notes from **Midi** data provided by the sound team to **JSON** data for use in-game. Prototype completed in **two months**.
- **Gundam: Iron Blooded Orphans:** Implemented complicated client side player stat calculations in **C#** and developed a reusable UI in **Unity** for use in the player versus player section of an iOS game with **over 100,000** downloads.
- Cut processing time by an average of more than **30s** on 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 within a **two month** period

Education

Bachelor of Science — [University of Massachusetts Amherst](#) — *Amherst, MA* — **09/2016 - 08/2020**

- Major in Computational Mathematics
- Minor in Japanese
- Member of the Commonwealth Honors College **(2016-2019)**
- Dean's list **(2016-2020)**

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 **Single Page Application (SPA)** built in **React** using **TypeScript** with **Firebase** to display a comic series in both English and Japanese **(https://github.com/JesseLeung97/jesska)**
- **Progress-logger:** A small **python** app to read task progress from google sheets and generate a report in slack **(https://github.com/JesseLeung97/steins-progress-logger)**
- **Slack-translate:** A DeepL integration written in **Rust** using **Axum** and **SQLite** to help my international team communicate fluidly. Also includes an analytics dashboard. **(https://github.com/JesseLeung97/slack-translate)**
- **Endureandsurvive.io:** A countdown to The Last of Us Part II written in **Preact** and **TypeScript,** and hosted on **AWS.** **(https://github.com/JesseLeung97/tlou-countdown)**
- **GatsbyCSSTypes:** An **npm** library to generate type definitions for **CSS modules** when using **Gatsby** with **TypeScript** **(https://github.com/JesseLeung97/gatsbycsstypes)**
- **Jesseleung.com:** My personal website written in **Preact** and **TypeScript** and hosted on **AWS S3** with **Cloudfront.** **(https://github.com/JesseLeung97/jessie)**

Others

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