Jonathan Tsang

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Professional Experience

LinkedIn - Software Engineer
September 2019 - December 2019

- Worked on the **Search Engine Optimization** Team
- Developed an open-source NPM Package for Storybook using templating engine GlimmerJS as the rendering engine at @glimmerjs/storybook (In-progress)
- Used Javascript, Babel, Webpack in the project
- Made code changes to LinkedIn Guest pages to improve accessibility and SEO performance

Zenefits - Software Engineer
May 2019 - August 2019

- Worked on the **Infrastructure team focusing on the CI** and cloud infrastructure
- Developed immutable instances of build testing in the continuous integration pipeline on Jenkins
- Used **Docker, Ansible, Terraform, Amazon Web Services, and Jenkins** in the project
- Incorporated the EC2 instances in a containerized cluster on AWS with Autoscaling Groups, Load Balancers, Virtual Private Cloud, and Elastic Container Service

Okta - Software Engineer
May 2018 - August 2018

- Developed a **back-end system** that enables visibility into monitoring features and feature history for all of Okta's cell architecture
- Built two **single-paged web applications to visualize feature metrics** for all Okta features used by project managers and technical support for verification of production status
- Created **REST endpoints for updating critical features** and updating details
- Used **Java, Spring, and Hibernate (SQL) in the backend, and Backbone.js** for front-end
- Won the most creative hack at the Okta internal hackathon

Projects

Investera - MHacksX Winning Project

- **Won at MHacksX among over 1200 attendees** for the **best use of Wolfram API and MixMax API**
- Allowed data visualization in emails such as plotting graphs, cryptocurrency price embedding, using Coinbase API and Blackrock API
- Developed using **Javascript, NodeJS** for the backend and deployed to Heroku

Microtransaction Simulator - Personal Project 2017

- Published to the **Steam Store** in September 2017 with over **45,000 players and over 90% positive** ratings
- Developed a probability based game built on the microtransaction market
- Built using **C#, Unity, and Steam Developer APIs** and deployed to SteamWorks CDN

OpenGL Explorative Environments - OpenGL Project 2018

- Created the components of **L-System Trees, Texture and Bump Mapping, Particle Systems, and Skybox** in a scene that depicts a forest area with a cave area and puzzle elements.
- Used the OpenGL API edited vertex arrays and vertex object buffers; wrote the fragment and vertex shaders
- Developed graphics project in **C++, OpenGL**

Education

University of Waterloo - Computer Science 4th Year Student

- Expected Graduation December 2020
- Minor in Combinatorics and Optimization
- Courses: **Concurrency, Distributed Systems, Security, Networks, Algorithms, Operating Systems**, Graphics