Jason Choi
Senior Developer

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Passionate Developer with 6+ years of experience building engaging and interactive game/web applications and analyzing complex systems. Proficient in modern frameworks and tools like Unity, Vue.js, and WordPress, with a strong foundation in game mechanics, physics, and immersive UI/UX design. Known for creating pixel-perfect, responsive UIs and collaborating effectively within teams. Strong problem solver with a self-motivated attitude, committed to delivering innovative and efficient solutions.

Work Experience

Senior Developer • Vidar Studio
May 2018 - Nov 2024 | Hong Kong SAR

- Collaborated with UI/UX designers to implement pixel-perfect designs, ensuring cross-browser compatibility and accessibility.
- Integrated RESTful APIs to dynamically fetch, display, and manage data in collaboration with backend developers, ensuring efficient system communication and performance.
- Conducted unit testing and debugging using developer tools, maintaining high code quality, and minimizing bugs.
- Contributed to the successful delivery of 10+ projects, meeting strict deadlines and client specifications.

Projects

Smart & Ergonomic Study Hub for SEN

- Collaborated with I-Well (from EdUHK) to develop an interactive platform combining gamification with cognitive function testing for children with Special Educational Needs (SEN).
- Designed and implemented 30 engaging mini-games integrated with sensors, focusing on user-friendly mechanics and interaction to collect cognitive data.

Hong Kong Central Library Virtual Tour

- Developed a Progressive Web App (PWA) featuring an immersive virtual tour of the Hong Kong Central Library, with intuitive navigation and storytelling elements.
- Created a real-time multiplayer quiz app with 5 mini-games to enhance user engagement and educate visitors about library rules.
- Built an admin panel for quiz hosts to manage sessions, control quiz flow, and monitor participants' real-time performance.

Crystal Break

- Lead Developer of Crystal Break, a Tetris-inspired PVP puzzle game designed for mobile platforms, featuring original characters with unique skills to create diverse gameplay strategies.
- Designed and balanced character abilities and game mechanics, ensuring strategic depth and replayability to engage players.

Education

Hong Kong Polytechnic University
BSc (Hons) Computing • 2015 - 2019 • GPA: 3.32

Skill

Frontend Development
Languages: HTML5, CSS3/SCSS, JavaScript (ES6+), TypeScript
Frameworks/Libraries: Unity (C#), Vue.js, React.js, jQuery, Bootstrap, Ionic, Angular, Electron, Flutter
Tools: Chrome DevTools, Figma, Copilot

Backend Development
Languages: Python, PHP, Node.js, Java, SQL
Frameworks: Django, Flask, WordPress
Tools: Postman

Cloud Computing
AWS (Amazon Web Services), Cloudflare

Version Control and Collaboration
Git (GitHub), Notion

Additional Skills
Augmented Reality (AR) / Virtual Reality (VR)
Object-Oriented Programming (OOP)
Search Engine Optimization (SEO)
Agile / Scrum
Algorithms & Data Structures
Strong problem-solving and debugging skills

Languages
Chinese - Native
English - Professional
Mandarin - Professional