

# Jason Choi

## Senior Developer

Hong Kong | 6770 8226 | choimingting@gmail.com

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, WordPress, and Django, 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 create an interactive platform for measuring cognitive functions in children with Special Educational Needs (SEN).
- Designed and implemented 30 mini-games integrated with various sensors to collect cognitive data and provide insightful analytics.

### Hong Kong Central Library Virtual Tour

- Built an interactive Progressive Web App (PWA) offering an immersive virtual tour for the library, showcasing points of interest with engaging visuals and content.
- Created a real-time multiplayer quiz app with 5 mini-quizzes 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

- A Tetris-inspired PVP puzzle game featuring diverse characters with unique skills.
- Developed as a mobile game using Unity, delivering dynamic and competitive gameplay experiences.

## 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)

Scrum

Algorithms & Data Structures

Strong problem-solving and debugging skills

### Languages

Chinese - Native

English - Professional

Mandarin - Professional