

# Jason Chiu

**Email:** jasonthechiu@gmail.com

**Phone:** (408) 799-8066

**Website:** jasonthechiu.com

**Address:** 4081 Germainder Way, Irvine, CA

**Education:** University of California, Irvine - Bachelor of Science, Computer Game Science, Graduated March 2016

## Work Experience

### Project Manager, The Portal

*June 2015 - Present*

- Manage five teams of four developers to ensure timely deliverables through clearing technical roadblocks and granular issue tracking
- Utilize Gantts and burndowns to assess / manage development resources, draft cost estimates
- Leverage Agile to enable continuous and rapid delivery for customers through frequent milestone updates and constant iterations
- Collaborate with project stakeholders to determine technical requirements, lead daily scrums to address scope change

### Administrative Assistant, The Portal

*February 2015 - June 2015*

- Organize technical workshops, staff events, and manage website content for a consulting firm servicing local businesses and startups
- Handle recruitment, company outreach, and various administrative and clerical tasks such as auditing, note taking, and filing/copying

### Campus Ambassador, Readyforce

*September 2014 - December 2014*

- Represent ReadyForce at UCI's Tech Fair, collect 300+ resumes, pitch company goals and vision to 800+ student attendees
- Negotiate with student leaders and faculty to showcase ReadyForce through social media and classroom speeches

## Projects

### JavaScript Developer, ScreeningNow

*November 2015 - Present*

- Develop features for a web application for indie film makers to easily share, stream, and distribute content.
- Implement production-grade routes/models/queries for customer purchases with a team of six developers.

### Producer, Project Gilligan

*September 2015 - Present*

- Develop a 3D first person spell-crafting shooter with a team of three developers, two designers, and ten artists, made with Unreal Engine.
- Direct weekly team stand-ups, communicate milestone goals, supervise issue tracking, manage project scope, send out progress emails.

### Web Developer, CustomerFocus

*July 2015 - November 2015*

- Develop responsive webpages utilizing HTML/CSS/JavaScript on Drupal CMS for a large promotional company
- Address frequent requirement change, implement key marketing features to showcase statistical information

### Producer, Project Blood

*September 2014 - March 2015*

- Develop a rogue-like crawler in Unity C# with a team of ten, received semi-finalist at IEEE Gamesig 2015
- Manage sprints and project scope, direct issue tracking and documentation, lead team standups

## Extracurriculars

### Vice President, Video Game Development Club (VGDC) @ UCI

*May 2014 - Present*

- Direct career-oriented workshops and direct game projects for a career oriented club of 100+ participants.
- Organize quarterly game jams which focus on preparing club members for the game development industry.
- Collaborate with industry professionals and school faculty to hold seminars and educational events.

### Webmaster and Board Member, Taiwanese American Organization (TAO) @ UCI

*June 2014 - June 2015*

- Develop website with HTML/CSS/JavaScript featuring recent events, weekly updates, and promotional content.
- Organize Lantern Festival, an annual Taiwanese cultural night market event with 500+ attendees from Orange County

### Lead Organizer, HackUCI - UCI's first student organized Hackathon

*Feb 2014 - May 2014*

- Outreach to companies in Orange County, organize sponsorship packet, manage sponsor expectations, direct event logistics.
- Manage and communicate project milestones through weekly progress summaries, lead event staff of 20 volunteers.

## Skills

**Issue Tracking:** Jira/Confluence, Trello

**Version Control:** Git, Perforce, SVN

**Game Engines:** Unity, Unreal Engine

**Languages:** JavaScript, HTML/CSS, C#, C++, Java, Python

**Technologies:** MongoDB, Express.js, Angular.js, Node.js, Drupal, Shopify

**Spoken Languages:** English (Native), Mandarin (Conversational)