

Jason Chiu

Email: jasonthechiu@gmail.com

Phone: (949) 535-3654

Website: jasonthechiu.com

LinkedIn: /in/jasonthechiu

Background: U.S Citizen, California Resident

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

Work Experience

Sales Engineer, IDTECH Products

January 2017 - Present

- Lead multiple technical projects through certification and deployment by providing dedicated hardware/software integration assistance
- Scope, design, and implement critical features with product management/engineering to satisfy market requirements and customer needs
- Create product integration guides and technical resources that detail best implementation practices for customer development
- Manage cryptographic key transfer, generation, and injection procedures through documenting, validating, and improving current services

Project Manager, The Portal

February 2015 - January 2017

- Utilize JIRA/Confluence to define clear user stories and drive customer features across product development lifecycle
- Supervise documentation of project requirements, customer assets, and development practices to increase engineering productivity
- Collaborate with project stakeholders to understand technical requirements, communicate project timeline, and manage scope
- Lead daily scrums with engineering teams to assess development priorities, identify difficulties, and resolve roadblocks

Relevant Projects

Production Key Injection (ID TECH) - Sales Engineer

May 2017 - Present

- Review and revise documentation for management/commissioning/decommissioning HSMS (servers) for secure device key injection
- Collaborate with network engineers to document and install servers, cabling, and key injection solution components for a P2PE cert
- Troubleshoot encryption/injection issues with injection facilities/distribution, direct secure key transfer/loading procedures

Android Phone Profile Database (ID TECH) - Sales Engineer

Feb 2017 - Present

- Provide a cloud solution that reduces audiojack reader connectivity overhead by automating a lengthy brute force procedure
- Develop administrative panel that provides android phone connectivity diagnostics and aggregates profile statistics
- Collaborate with internal stakeholders to determine project audience, manage deployment / release timeline

NotaryCam (The Portal) - Project Manager

May 2016 - January 2017

- Lead team of 4 engineers to implement solutions for video recording, conferencing, and applying e-signatures
- Expand client's customer base through architecting and supervising development of an e-signing gateway solution
- Collaborate with client to understand technical requirements, give progress updates, and provide technical support

WineKey (The Portal) - Project Manager

February 2016 - September 2016

- Lead team of 5 engineers to develop an educational phone app for sommeliers, utilizing web cross platform technologies
- Coordinated with client to understand application requirements and to release application to both iTunes and Google Play
- Supervised quality assurance pipeline and application documentation through JIRA / Confluence to increase development quality

Extracurriculars

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

May 2014 - June 2016

- Direct game projects a club of 100+ weekly participants through rapid development project prototyping/iteration
- lead workshops covering topics such as versioning with Git, intro web development (HTML/CSS), and Unity3D
- Collaborate with game industry professionals and UCI faculty to hold tech seminars, alumni panels, and networking events

Webmaster, Taiwanese American Organization (TAO) @ UCI

June 2014 - June 2015

- Develop website (taouci.com) featuring upcoming events, weekly updates, promotional content, and contact information

SKILLS

Issue Management: JIRA/Confluence, Trello

Spoken Languages: English (Native), Mandarin

Version Control: Git, SVN, Perforce

Payments: PCI-PTS, PCI-DSS, P2PE, EMV L3, DUKPT

Languages: JavaScript, HTML/CSS, Node.js, C#, C++, Java, Python, XML

FrameWorks: Angular.js, Express, Ionic FrameWork, Materialize

Databases: MongoDB, MySQL, SQLite