

Jason Chiu

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Phone: (408) 799-8066

Background: U.S Citizen, California Resident

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

Work Experience

Project Manager, The Portal

February 2015 - Present

- Utilize JIRA to define user stories, create issues and manage features across the development lifecycle from inception to delivery
- Supervise documentation of requirements and development processes on Confluence to increase engineering productivity
- Collaborate with project stakeholders to understand technical requirements, adhere to milestones, and communicate progress updates
- Initiate regular scrums with engineering teams to assess and improve progress, collaborate with accounting to manage project budgets

Projects

NotaryCam

May 2016 - Present

- 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

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

RainbowBook

February 2016 - May 2016

- Lead team of 2 engineers and a designer to develop a multilingual reference guide for lawyers, utilizing web cross platform technologies
- Coordinated with client to understand application requirements and release application to both iTunes and Google Play
- Collaborated with client/designer to determine necessary UI/UX changes, translate into technical requirements and implement them

GetImpactful

May 2016 - October 2016

- Lead team of 5 engineers to develop a web application that allows celebrities to inspire change through campaigns and offering incentives
- Worked with client to understand requirements, created user stories to aid developers in implementing features given an existing API
- Collaborate with client to implement user registration/management, campaign creation, social media sharing, and calls to action

ScreeningNow

November 2015 - January 2016

- Develop features for a client's web application that enables indie film makers to easily share, stream, and distribute video content
- Implement RESTful routes to map transactional data and product information between an e-commerce platform and the web application

Extracurriculars

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

May 2014 - June 2016

- Lead game projects for a club of 100+ weekly participants through application of Agile methodology for faster failing and learning, and iteration
- Instruct 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 Tracking: JIRA/Confluence, Trello

Version Control: Git, SVN, Perforce

Spoken Languages: English (Native), Mandarin

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

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

Databases: MongoDB, MySQL, SQLite