

Gary Chiu

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SKILLS

Languages: JavaScript, C#, Java, HTML/CSS, Python, Ruby, C/C++, SQL (Postgres)

Frameworks: React, React Native, Node.js, Express, Next.js, .NET Core, Elasticsearch, Ruby on Rails, Spring Boot

DevOps: Amazon Web Services, Docker, Travis CI, Pivotal Cloud Foundry, Concourse CI, Jest

Certifications: AWS Certified Developer - Associate (Issued Dec. 2020)

EDUCATION

University of Western Ontario

2014 – 2019

Bachelor of Science, Specialization in Computer Science

London, ON.

EXPERIENCE

Software Developer

May 2019 – Present

Konrad Group

Toronto, ON.

- Led development of a music streaming platform & content management system for a large American fitness company using React, Node, Express, Elasticsearch, and AWS
- Built music ingestion pipelines with 4 major music publishers, ingesting & managing over 5 million songs across multiple workflows
- Accelerated work on a serverless publishing system using AWS serverless services, reducing time to market by 80%
- Revamped the landing & support pages with new templates in Sitecore CMS using Handlebars, .NET Core, C#, and JQuery for a Canadian payment processor
- Mentored new developers by teaching them various tools, performing code reviews, and providing direct guidance

Software Developer/Project Coordinator Co-op

May 2018 – Aug. 2018

Manulife

Toronto, ON.

- Developed a React and Spring Boot reference implementation, allowing teams to quickly kick-start projects – used in over 30% of new cloud-native, full-stack projects across Manulife in 2019
- Provided full-stack enhancements to Manulife's core Transaction Hub using .NET Core and React, allowing the fraud detection team to quickly investigate flagged transactions
- Built Proof of Concepts for the Head of Architecture to evaluate potential technologies & tools for company-wide use, such as Storybook, PrimeReact, and FaaS adoption

Software Developer Intern

Jan. 2018 – Apr. 2018

Mapsted

Toronto, ON.

- Implemented critical features and performed bug fixes for the flagship Android application, such as integrating an analytics engine, development of the search experience, and user navigation
- Created a .NET Core web application allowing clients to specify indoor regions for promotions using Angular & MySQL
- Wrote secure API endpoints for the production .NET server for handling app data syncing, user-reported store changes, and data validation

Games Programmer – Intern

May 2017 – Sept. 2017

Big Blue Bubble

London, ON.

- Programmed core gameplay mechanics using the Unity3D game engine and C#, responsible for the implementation of several game-modes, cross-platform debugging, and performance optimization

PROJECTS

MealMatch.io | React, React Native, Next.js, Node.js, AWS

Oct. 2020 – Present

- Designed and built a mobile application that helps friends decide on where to eat based on shared preferences
- Responsible for the design, architecture, & implementation of the landing site, mobile application, and serverless backend

Freelance | Next.js, Ruby on Rails, Ruby, AWS

May 2020 – Present

- Provided consulting & development services for a game studio to build out their homepage & backend infrastructure

AWS Serverless Kickstarter | Node.js, AWS

Nov. 2020 – Jan. 2021

- Created an open-source sample project to quickly build & deploy a full-featured serverless application on AWS