Gary Chiu

(647) 525-4279 | gary.gc.chiu@gmail.com | gary-chiu.com

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 using React, Node, Express, Elasticsearch, and AWS, facilitating production of over 150 shows
- Built music ingestion pipelines with 4 major music publishers, ingesting & managing over 5 million songs across multiple integrations and workflows
- Rearchitected the backend infrastructure to reduce average API response times by 400 ms, and increased site reliability
- Worked on a content publishing system for classes using AWS serverless services, reducing time to market by 80%
- Implemented new designs for the landing & support pages in .NET Core, C#, and JQuery, increasing Net Promoter Score by 60%

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, enabling the fraud detection team to quickly investigate flagged transactions
- Constructed 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, Node.js, AWS   May 2020 – Present
- Provided consulting & development services for a game studio to build out their homepage & backend infrastructure, serving over 35,000 users and 2 million API requests per month

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