

Gary Chiu

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SKILLS

LANGUAGES

Proficient:

JavaScript • Java • C# • HTML/CSS

Experienced:

Python • SQL • TypeScript • C • C++

FRAMEWORKS AND TOOLS

Development

React • Node.js • Express • Redux
Android • .NET Core • Angular • Git
Next.js • Unity3D

DevOps

AWS • Docker • Kubernetes
Pivotal Cloud Foundry • Vercel
Concourse CI/CD • Mocha • Chai

Databases

PostgreSQL • MySQL • MongoDB
ElasticSearch

EDUCATION

WESTERN UNIVERSITY

BACHELORS OF SCIENCE:

SPEC. IN COMPUTER SCIENCE

2014–2019 | London, ON.

AWARDS

TD Scholarship in C.S.

2015–2019

Dean's Honor List

2015–2019

Laurene Paterson Scholarship

2015–2016

PROJECTS

FREELANCE | 2020

Next.js, Node, Express

- Consultant & engineer for an indie game studio to develop their home-page and backend infrastructure.

EVENTILE | 2017

React, Grails, Groovy

- Web application that allows users to find, filter, and RSVP to events.

EXPERIENCE

✂ KONRAD GROUP | SOFTWARE DEVELOPER

May 2019 – Present | Toronto, ON.

- Built a content management & delivery system for a leading American fitness company in **React** and **Node**, allowing content creators to curate playlists for workout shows, manage music from labels, and deliver produced content to customers; allowing the product to release with over 80 produced shows.
- Revamped the landing & support pages for a top Canadian payment processor in **Sitecore**, leading to a 60% increase in customer satisfaction from feedback.
- Built an internal portal for viewing and scheduling seminars from senior members of the development team using **React** and **.NET Core**.

III MANULIFE | SOFTWARE DEVELOPER/PROJECT COORDINATOR COOP

May 2018 – August 2018 | Toronto, ON.

- Developed a Cloud-Native **React** and **Spring Boot** reference implementation, allowing new hires to quickly kick-start their projects – used in over 40% of new full-stack projects. Set up an enterprise pipeline for **Concourse CI/CD** with deployment to **Pivotal Cloud Foundry**, Single-Sign On, React UI, and more.
- Worked as part of an **Agile** team to provide full-stack enhancements to Manulife's core Transaction Hub using **.NET Core** and **React**.
- Developed various Proof of Concepts for the Head of Architecture to evaluate potential technologies, tools, and products.
- Led team meetings, created allocation reports, and assisted in the hiring process for the succeeding coop student & senior-level Architects.

M MAPSTED | SOFTWARE DEVELOPER INTERN

January 2018 – April 2018 | Toronto, ON.

- Implemented critical features and performed bug fixes for the flagship **Android application**, gaining extensive experience in Android development.
- Created a **.NET Core** web application allowing clients to specify indoor regions for promotions, using **Angular** and **MySQL**.
- Build a web application allowing the team to update internal store metadata.
- Developed **end-to-end test automation** systems using **Protractor** and **Selenium WebDriver**, ensuring product quality and reduced manual testing.
- Migrated front-end for client-facing web applications from **AngularJS** to **Angular4**.

● BIG BLUE BUBBLE | GAMES PROGRAMMER – INTERN

May 2017 – December 2017 | London, ON.

- Developed core gameplay mechanics using the **Unity3D** game engine, becoming proficient in Unity game development, Unity APIs, and **C#** scripting.
- Performed general gameplay programming, cross-platform debugging, optimizations for mobile, and was responsible for the implementation of several game-modes according to design documents.
- Collaborated with artists, animators, QA, designers, and other programmers to deliver satisfactory results and obtain optimal solutions to problems.