Gary Chiu

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

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
Next.js • Git • Unity3D

DevOps
AWS • Docker • Kubernetes
GCP • Pivotal Cloud Foundry
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, Google Cloud Platform
- 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, Express,** and **Elasticsearch,** allowing creators to curate playlists for workout shows, manage music from labels, and deliver produced content to users — resulting in over 80 produced shows at launch.
- Revamped the landing & support pages for a top Canadian payment processor in **Sitecore, .NET Core,** leading to a 20% increase in Net Promoter Score
- Built an internal portal for viewing and scheduling seminars from senior members of the development team using **React** and **.NET Core.**

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.

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.