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 • React Native • Node.js Express • Next.js • .NET Core Elasticsearch • Android • Unity3D

DevOps

Amazon Web Services (AWS)

Docker • Pivotal Cloud Foundry

Travis CI • Concourse CI/CD

Databases

PostgreSQL • MySQL • MongoDB

CERTIFICATIONS

AWS CERTIFIED DEVELOPER - ASSOCIATE Issued 2020

EDUCATION

WESTERN UNIVERSITY

B.Sc. in Computer Science 2014–2019 | London, ON.

PROJECTS

MEALMATCH.IO | 2020 – 2021

React Native, Expo, Node, AWS

 Mobile application that helps friends decide on where to eat based on shared preferences.

FREELANCE | 2020

Next.js, Node, AWS

 Consultant & engineer for an indie game studio to develop their homepage and backend infrastructure.

AWS SERVERLESS INIT | 2020

 Sample project to quickly build & deploy a full-featured serverless application on AWS.

EXPERIENCE

KONRAD GROUP | SOFTWARE DEVELOPER

May 2019 - Present | Toronto, ON.

- Built a content management & publishing system for a leading American fitness company in React, Node, Express, and AWS Serverless architecture — resulting in over 80 produced shows at launch.
- Implemented **Elasticsearch** search engine to reduce search response times by 90%, with trending & suggested search functionality.
- Led a large infrastructure refactor to reduce API response times by over 600 ms, increased uptime & reliability, and increased the throughput of asset ingestion batch processes by over 100%.
- Revamped the landing & support pages with new templates in Sitecore CMS using Handlebars, JQuery, C# and .NET Core for a top Canadian payment processor – leading to a 20% increase in Net Promoter Score.

MANULIFE | SOFTWARE DEVELOPER/PROJECT COORDINATOR COOP May 2018 – August 2018 | Toronto, ON.

- Developed a Cloud-Native **React** and **Spring Boot** reference implementation, allowing teams to quickly kick-start projects used in over 30% of new full-stack projects in 2019 across Manulife.
- Set up an enterprise pipeline for Concourse CI/CD with deployment to Pivotal Cloud Foundry, Single-Sign On, ACL-based authentication, 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 for company-wide use

MAPSTED | SOFTWARE DEVELOPER INTERN

January 2018 – April 2018 | Toronto, ON.

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

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.