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 Dec. 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 — allowing creators to curate & publish over 80 produced shows in 3 months for launch.
- Responsible for the integration of a scalable music ingestion pipeline with over 5 major music labels and publishers, ingesting over 5 million songs.
- 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#**.
- Performed general gameplay programming, cross-platform debugging, optimizations for mobile, and was responsible for the implementation of several game-modes according to design documents.