

Gary Chiu

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SKILLS

LANGUAGES

Proficient:

C# • Java • JavaScript • Groovy

Experienced:

Python • SQL • TypeScript • C • C++
HTML/CSS

FRAMEWORKS AND TOOLS

Development

.NET Core • Spring • React

Android • Grails • Angular • Git

Unity3D • Android Studio • Visual Studio

DevOps

Pivotal Cloud Foundry

Concourse CI/CD • Protractor

Selenium WebDriver • Jasmine • JUnit

Databases

MySQL • SQL Server • MongoDB

EDUCATION

WESTERN UNIVERSITY

CANDIDATE FOR B.Sc.:

SPEC. IN COMPUTER SCIENCE

Expected 2019 | London, ON.

Major GPA: 3.88

AWARDS

TD Scholarship in C.S.

2015-2019

Dean's Honor List

2015-2018

Laurene Paterson Estates

Scholarship

2015-2016

COURSEWORK

UNDERGRADUATE

Data Structures & Algorithms

Software Tools & Systems Programming

Analysis of Algorithms I

Intro. to Software Engineering

Intro. to Computer Organization and
Architecture

Discrete Structures for Computing

Organization of Programming Languages

Applied Logic for Computer Science

Computer Science Fundamentals I

Computer Science Fundamentals II

EXPERIENCE

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. Set up an Enterprise Pipeline for **Concourse CI/CD** with deployment to **Pivotal Cloud Foundry**, Single Sign-On, ACL-based authentication, rich **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 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.

PERSONAL PROJECTS

EVENTILE | GROOVY, GRAILS, REACT

Jan. 2017 – Apr. 2017

- Developed a **web application** that allows users to find, filter, and RSVP to events.
- Consumed Eventbrite's **REST API** to obtain events that matched the user's interests, location, and search queries.
- Developed a modern, responsive front-end using **React** and **Bootstrap**, and utilized the **Spring Security REST** plugin for Grails to implement user authentication.
- Set up a **Grails** server, following the **MVC** design pattern, and implemented functionality to store information in user profiles, filter and sort events, and obtain suggested events.
- Collaborated with group members and TA and followed **Agile** methodologies.