Gary Chiu

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

SKILLS

Languages: JavaScript, C#, Java, HTML/CSS, Python, Ruby, C/C++, SQL (Postgres)
Frameworks: React, React Native, Node.js, Express, Next.js, .NET Core, Elasticsearch, Ruby on Rails
DevOps: Amazon Web Services, Docker, Travis CI, Pivotal Cloud Foundry, Concourse CI, Jest
Certifications: AWS Certified Developer - Associate (Issued Dec. 2020)

EDUCATION

University of Western Ontario   2014 − 2019
Bachelor of Science, Specialization in Computer Science   London, ON.

EXPERIENCE

Software Developer   May 2019 − Present
Konrad Group   Toronto, ON.
− Built a content management & serverless publishing system for a large American fitness company using React, Node, Express and Elasticsearch — resulting in over 80 produced shows in 3 months for launch
− Developed a scalable music ingestion pipeline with 5 major music publishers, ingesting & managing over 5 million songs
− Led a large infrastructure refactor to reduce average API response times by 500 ms, increased uptime & reliability, and increased asset ingestion throughput by 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

Software Developer/Project Coordinator Co-op   May 2018 − August 2018
Manulife   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 across Manulife/John Hancock in 2019
− Worked as part of an Agile team to provide full-stack enhancements to Manulife's core Transaction Hub using .NET Core and React
− Built Proof of Concepts for the Head of Architecture to evaluate potential technologies for company-wide use

Software Developer Intern   Jan. 2018 − April 2018
Mapsted   Toronto, ON.
− Implemented critical features and performed bug fixes for the flagship Android application, such as integrating an analytics engine, development of the search experience, and user navigation
− Created a .NET Core web application allowing clients to specify indoor regions for promotions, opening a new monetization platform, using Angular and MySQL
− Wrote secure API endpoints for the production .NET server for handling app data syncing, user-reported store changes, and data validation

Games Programmer – Intern   May 2017 − Sept. 2017
Big Blue Bubble   London, ON.
− Programmed core gameplay mechanics using the Unity3D game engine and C#, responsible for the implementation of several game-modes, cross-platform debugging, and performance optimization

PROJECTS

MealMatch.io | *React, React Native, Next.js, Node.js, AWS*   Oct. 2020 − Present
− Designed and built a mobile application that helps friends decide on where to eat based on shared preferences

Freelance | *Next.js, Ruby on Rails, Ruby, AWS*   May 2020 − Present
− Provided consulting & development services for a game studio to build out their homepage & backend infrastructure

AWS Serverless Kickstarter | *Node, AWS*   Nov. 2020 − Jan. 2021
− Created an open-source sample project to quickly build & deploy a full-featured serverless application on AWS