

Jasper Wang

604-700-1820 | jasper8777@icloud.com | jasperwang.dev | linkedin.com/in/jasper-th-wang | github.com/jasper-th-wang

EDUCATION

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| University of British Columbia , <i>Bachelor of Computer Science Degree</i> | Sep 2025 – Sep 2027 Est. |
| British Columbia Institute of Technology , <i>Computer Systems Technology Diploma/4.0 GPA</i> | Sep 2023 – Aug 2025 |
| University of British Columbia , <i>Bachelor of Arts Degree, Major in Psychology</i> | Sep 2017 – Nov 2022 |


WORK EXPERIENCE

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| BC Liquor Distribution Branch , <i>DevOps Platform Engineer Co-op</i> | Vancouver, BC May 2024 – Present |
| <ul style="list-style-type: none">Nominated as 1 of 6 candidates province-wide for BC Public Service's Student Employee Award: Excellence in Professional DevelopmentDeveloped Spring and Angular applications with Azure cloud services and JUnit/Mockito testsEstablished Infrastructure as Code practices using GitHub Actions and Bicep for consistent multi-environment deploymentsImplemented enterprise-scale Infrastructure as Code using Azure Verified Modules and Bicep to automate deployment of comprehensive cloud infrastructure including identity management, networking components, Key Vaults, App Services, API Management, and monitoring solutions across multi-environment pipelinesIndependently investigated the entire tech stack of an internal tool and narrowed down a production bug to the transformation layer from SOAP to JSON, recovering two services displaying service bus invocation audit trail that helps other developers troubleshoot service interactions in real-timesCreated the organization's first automated CICD pipeline for Power Platform applications using GitHub Actions workflows and Bicep, reducing manual deployment time from 4 hours to one clickDeveloped a template repository with pre-configured GitHub Actions workflows and Bicep, enabling developers to bootstrap new Azure projects by simply configuring environment variables and secrets | |
| British Columbia Institute of Technology , <i>Marker for Web Development</i> | Vancouver, BC Jan 2024 – Dec 2024 |
| <ul style="list-style-type: none">Evaluated and provided guidance to assignments written in JavaScript, HTML, and CSS according to assigned rubrics | |
| Earth Baby Outfitters , <i>eCommerce Technology and Operations Lead</i> | Vancouver, BC Jan 2023 – Sep 2023 |
| <ul style="list-style-type: none">Led the transition from wholesale-only to retail operations by implementing a comprehensive eCommerce and marketing stack (Shopify, Gorgias), establishing direct-to-consumer channels through SEO optimization, Google Ads campaigns, omnichannel marketing (Email/SMS), and social media presence, enabling retail operationsAutomated SKU information generation (e.g., UPC code validation), and management processes using JavaScript and Python scripts, reducing a full-day manual task to 30 minutes and streamlining product catalog maintenance | |
| Bank of Nova Scotia , <i>Head Teller</i> | Vancouver, BC May 2022 – Jan 2023 |
| <ul style="list-style-type: none">Led branch operations and oversaw the branch's cash flow, ensuring we're always well-equipped to meet customer needs | |
| Centre for Gambling Research at UBC , <i>Research Assistant</i> | Vancouver, BC Sep 2019 – May 2020 |
| <ul style="list-style-type: none">Collaborated with senior researchers to design and conduct behavioral economics experiments analyzing decision-making under risk (Prospect Theory) and loss aversion in problem gambling | |
| Watermelon Sessions , <i>Behaviour Interventionist</i> | Vancouver, BC May 2019 – Sep 2019 |
| <ul style="list-style-type: none">Worked under the supervision of a Behaviour Consultant to implement a play-based intervention program based on the principles of Applied Behaviour Analysis with children on the Autism spectrum | |


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PROJECTS

Bob Is Melting Platformer Game  | *Java, LibGdx, Gradle, Git* Feb – May 2024


- Created diverse enemy behaviors using Template pattern for customizable movement mechanics and Factory pattern for efficient monster generation

jasperwang.dev  | *React, TypeScript, Astro.js, NodeJs, NPM, Git, Github Pages* Oct 2023 – Jan 2024

- Designed and implemented a fully featured blog and portfolio site, developed customized designs and functionalities like table of content generation, scroll-spy, and cursor animations

Katex Fashion Co.  | *SCSS, JavaScript, HTML, Parcel.js, NPM, Git* May – June 2020


- Developed and deployed a bespoke landing page for a clothing factory utilizing SCSS and the BEM methodology to create reusable custom styling components

Dirk Interactive  | *HTML, CSS, JavaScript, Tailwind CSS, Vite, PostCSS, Git, GitHub Pages* Present

- Designed and developed a visually stunning landing page for an indie game studio, utilizing Vite for optimized build processes and Tailwind CSS for responsive design implementation (major update in progress)

RainMate  | *Firebase, MapBoxGL JS, JavaScript, jQuery, Bootstrap, Git* Sep – Nov 2023

- Took on roles as lead developer and project manager using Scrum to lead and mentor developers through one-week sprints resulting in on-schedule launch of an app now used as course model for future terms
- Implemented and optimized geo-queries in Firestore using Geohashing integrated with MapBoxGL JS, enabling real-time geospatial data visualization and precise proximity searches (up to 1 meter accuracy) computed client-side

Borrowhood (Hackathon)  | *React, TypeScript, FastAPI, Firebase, Google Vision API, Mantine* Jan 2025

- Built a community-driven rental platform enabling users to share and borrow items using React and Mantine components for the frontend, with Firebase for real-time data management
- Integrated Google Vision API and Llama AI to automate item cataloging and generate intelligent recommendations for users based on shared interests

Minutemon (Hackathon)  | *React, HTML, CSS, Figma, Git* March 2024

- Developed a mobile-focused “time budgeting” application using React, implementing core features including a Pomodoro timer and task management system that integrates with a gamified pet-raising motivation system

Single User Dungeon Command Line Game  | *Python, Git* Nov – Dec 2023

- Developed a parser to transform text files into fun dialogue interactions that can be rendered on the terminal

TECHNICAL SKILLS

Language: Java, Golang, C, TypeScript, JavaScript, Python, Swift, Bash, PowerShell, Bicep, Lua, MySQL, HTML/CSS, SCSS

Frameworks: Spring, JUnit, Angular, React, React Native, Express, Astro.js, LibGdx, SwiftUI

Developer Tools: Azure, Linux, UNIX Terminal, Git, GitHub, Netlify, Firebase, VSCode, JetBrains IDEs, Vim

AWARDS

BCIT Computing Academic Award - CGPA: 4.00, QDS Hacks 2024 Finalist