### **JERRY CHU**

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## **Work Experience**

### Full-Stack Developer at Inspection Express (Melbourne, Australia) | C#, Angular, AWS, SQL Oct 2022 - Present

- Developing and enhancing a property management platform using Angular and C#, increasing operational
  efficiency by 80%. Key features include digital agreement management, property inspections, report generation,
  and 360-degree immersive virtual tours.
- Implemented an automatic photo comments generation feature with OpenAl APIs, cutting users' manual workload by 50%.
- Built a multi-inspection scheduling feature with **Apple Maps integration** and **optimal route-finding algorithm** for inspection planning. The feature automated email distribution and streamlined the inspection process.
- Significantly improved performance and user experience of the multi-inspection scheduling feature by offloading
  tasks to AWS Simple Queue Service, allowing background services running on AWS EC2 to handle these tasks. The
  optimisation achieved a 95% improvement in performance.
- Developed an email scheduling workflow using **AWS Step Functions**, **AWS Simple Queue Service**, and **AWS Simple Email Service**, enabling future email sending within the web application.

# Soldier at Taiwanese Army (Hsinchu, Taiwan)

March 2022 - June 2022

Completed mandatory 4-months military service in the Taiwanese army

# Frontend Engineer at Line (Taipei, Taiwan) | React, Next.js, TypeScript

Dec 2021 - March 2022

- Developed a **Next.js** application for financial services within the Line Pay app, including loans, insurance, and donations; modularised reusable components and hooks using **Redux**, **React Query**, **and Axios**. The feature serves all of Line Pay's 12 million users.
- Created a **React** web application tool for data visualisation of Line's API responses, enabling the internal team to speed up the development process with convenient and precise data insights.

# Software Engineer Intern at Electronic Arts (Vancouver, Canada) | C#, XAML

Sept 2020 - April 2021

- Developed a **C#** and **XAML**-based spreadsheet editor tool within the EA Frostbite game engine, streamlining asset management and editing for over 3,000 internal users. Enabled bulk selection/editing of in-game assets, asset comparison in a spreadsheet view, and featured CSV export and asset filter queries.
- Created a .NET Core application to automate the generation of C# solution filter files from code references, simplifying the code refactoring process. This tool decreased compilation times by over 90% during refactoring by pinpointing required project paths for specific code segments.

# Software Engineer Intern at Mojio Inc. (Vancouver, Canada) | C#, .NET Core

Jan 2019 - June 2019

- Implemented vehicle service schedules **REST APIs in C#**, enabling management for upcoming vehicle services. **Integrated with Motor.com APIs** to retrieve vehicle-specific schedules.
- Developed a .NET Core application to analyse Nginx log files containing API call records, generating API usage profiles in seconds. This tool aided the development team in optimising API load management through precise data visualisation.

### **Relevant Projects**

### Fair Print 3D | MongoDB, Express.js, Node.js, React, Google Cloud Storage

**July 2021 – June 2022** 

**Graduated: June 2021** 

- Designed and developed a MERN stack web application offering 3D printing and shipping services.
- Designed the application architecture; implemented a responsive React frontend with functional components, hooks, Redux, and React Router. Built backend REST APIs with **Express.js and Node.js** to handle CRUD operations with **MongoDB and Google Cloud Storage** for user information and order management.
- Enhanced security by implementing JWT-based API authentication and error handling to protect private routes.
- Integrated Stripe for secure online payment processing, enabling seamless checkout and financial transactions.

### **Education**

# **Bachelor of Arts (Computer Science Major)**

• University of British Columbia, Vancouver, BC, Canada