

# JERRY CHU

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## Technical Skills

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Programming Languages: Java, C++, C#, JavaScript, Python, HTML, CSS, SQL  
Tools/Environment: Git, .NET Core, ReactJs, MySQL, Unity, Visual Studio

## Work Experience

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**Software Engineer Intern at Electronic Arts** | C#, XAML, Visual Studio, Git Sep 2020 – Ongoing

- Working as a software engineer intern with the Editor Framework team on the Frostbite engine team
- Updating current codebase with new controllers and view models incorporating the MVVM pattern
- Designing and implementing a spreadsheet editor in the Frostbite Editor application that allows users to select and edit multiple in-game assets in comparison

**Software Engineer Intern at Mojio Inc.** | C#, .NET Core, Service Fabric, Git, Visual Studio Jan 2019 – June 2019

- Designed and implemented the vehicle service schedules REST API method calls of the Mojio product in C#, functionalities including notifying users of upcoming service items, retrieving vehicle-specific service schedules from third-party provider, and marking items as completed
- Created an application using .NET Core and C# to generate API usage profiles in a few seconds based on Nginx log files containing tens of thousands of API calls through a parser, allowing the development team to visualize API load and effectively improve load management
- Created an application using .NET Core and C# to simulate sending Mojio's device messages to Azure Event Hubs bypassing Azure Gateway, allowing the development to test Mojio's device messages quicker in a specified environment and reducing the load on Azure Gateway

**Software Engineer Intern at Archiact Interactive Ltd.** | C#, Unity, Git Sep 2018 – Dec 2018

- Developed the prototype of a space survival VR game application for Oculus Go using C# and Unity
- Coded in C# to implement the different 3D game scenes (start menu, rules, scores, game) and the interactions between 3D game components (player, enemies, edible items, background, environment) in VR setting
- Collaborated with senior game designers to implement AI enemy game units to interact with the player

## Projects

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**SuperRent** | Java, SQL, Oracle Database, Git, Visual Studio Oct 2019 – Nov 2019

- Java application that resembles a car rental company system with functions including viewing, reserving, renting, and returning vehicles from the Oracle Database using SQL
- Designed and normalized relational database to BCNF to reduce data redundancy and improve data integrity
- Designed and implemented methods in Java and SQL to generate daily vehicle rental and return reports
- Designed and implemented the user interface to allow for an interactive system based on user input

**VR Interview Simulator, nwHacks 2019** | C#, Unity, Git Jan 2019

- VR game that incorporates speech recognition to simulate a real-life responsive technical interview
- Designed the VR environment with unity packages for an appealing UI/UX to make the experience realistic
- Implemented the logic of the interview process in C# to help software engineers practice more effectively

**Meet n Eat, dubHacks 2018** | C#, SQL, HTML, CSS, .NET, MySQL, API, Git, Visual Studio Oct 2018

- MVC web app that allows users to coordinate a time to meet and eat at the restaurants of their preference
- Set up MySQL database to store restaurants data, users' login information, and optimal plans
- Employed Yelp's APIs to retrieve restaurants data and implemented one JSON Parser with exception handling

## Extracurricular Activities

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**Incoming Global Talent Portfolio Team Leader, AIESEC UBC** Dec 2016 – Sep 2017

- Conducted meetings with HR managers and CEOs to pitch AIESEC's internship program; built strong relationship with interns by liaising between AIESEC UBC and local companies

## Education

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**Bachelor of Arts** (Computer Science Major) Graduating: May 2021

- University of British Columbia, Vancouver, BC, Canada