JERRY CHU

+886-901034341 | jerrychu424@gmail.com | jerrychu.dev

Work Experience

Software Engineer Intern at Electronic Arts | C#, XAML, Visual Studio, Git   **Sept 2020 – April 2021**
- Designed and implemented the spreadsheet editor tool using C# and XAML in Frostbite game engine, used by over 3000 employees internally; it allows users to select and edit multiple in-game assets at once while comparing their values in a spreadsheet view; it provides useful features including export as CVS file and filter query over the assets
- Created an application using .NET Core and C# that takes in the references to any piece of code in a C# solution and generates a C# solution filter file containing the necessary project paths to compile that piece of code

Software Engineer Intern at Mojio Inc. | C#, .NET Core, 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 Motor.com APIs, 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   **Sept 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
- Implemented AI enemy game units that make decisions on their own to fight against and interact with the player

Relevant Projects

Fair Print 3D | MongoDB, Express.js, Node.js, React, Google Cloud Storage, CSS   **July 2021 - Ongoing**
- A MERN stack web application that offers 3D printing and shipping services to customers
- Designed the entire application architecture; implemented a responsive React frontend with functional components, hooks, Redux, React Router, and more; implemented backend REST APIs with Express.js and Node.js to perform CRUD operations with MongoDB and GCS to manage user information and order summaries
- Implemented API authentication using JSON web token with error handling to protect private API routes
- Integrated Stripe's APIs to implement a secure checkout session that accepts online payments, records transactions, and sends confirmation emails

WhatNow (Available on the iOS App Store) | React Native   **May 2021**
- React Native application that helps users choose their next activity or dining adventure based on their location
- Integrated Yelp's APIs to retrieve business data and implemented JSON parser with error handling to parse the data
- Implemented geolocation services to use the user's precise location to enable a more accurate query result

SuperRent | Java, SQL, Oracle Database, Git, Visual Studio   **Oct 2019 – Nov 2019**
- Java application that resembles a car rental company system with functionalities including viewing, reserving, renting, and returning vehicles from the Oracle Database using SQL queries
- Designed and normalized relational database to BCNF to reduce data redundancy and improve data integrity
- Designed and implemented methods in Java and SQL queries to generate daily vehicle rental and return reports

VR Interview Simulator | 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

Education

Bachelor of Arts (Computer Science Major)   **Graduated: June 2021**
- University of British Columbia, Vancouver, BC, Canada