

# JERRY CHU

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## Work Experience

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### Frontend Engineer at Line Pay (Taipei, Taiwan) | React, Next.js, TypeScript, CSS, Git Dec 2021 – March 2022

- Developed the Next.js with TypeScript application that provides financial services that include loans, insurance, and donations in the Line Pay application based on UI/UX designs; modularized reusable components and hooks; incorporated tools such as Redux, React Query, Axios; used by all Line Pay users to fulfil different financial needs
- Created a React web application using Line Frontend Framework to enable a clear display of data returned by Line's APIs; used by Line Pay's development team to speed up development process with precise data visualization

### Software Engineer Intern at Electronic Arts (Vancouver, Canada) | C#, XAML, 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 allowed users to select and edit multiple in-game assets at once while comparing their values in a spreadsheet view; it provided useful features including export as CSV 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. (Vancouver, Canada) | C#, .NET Core, Git Jan 2019 – June 2019

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

### Software Engineer Intern at Archiact Interactive Ltd. (Vancouver, Canada) | 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

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### 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 get businesses' 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 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

## Education

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### Bachelor of Arts (Computer Science Major) Graduated: June 2021

- University of British Columbia, Vancouver, BC, Canada