# JEREMY LO

Software Developer

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jeremy-jtlo.github.io

## Work Experience

### Front End Software Engineer
EA Vancouver

Javascript, Python, Java, C#, Jenkins, LESS, NAnt

September 2017 - Current

- Pushed team through licensing and development milestones with automation
- Interfaced with teams in Vancouver and EA Romania on new and existing APIs
- Refactored older view and delegate structures to keep code maintainable
- Took on additional responsibility modernizing legacy C# and Java tools
- Worked with QA analysts across the Companion and Console teams on bugs

### Associate Technical Artist
EA Vancouver

Frostbite Schematics, FBScript, Python, C#, WPF

June 2016 - September 2017

- Developed and supported various Maya tools needed by artists at EA Sports
- Created and executed agile user stories in development of core rigging software
- Supported artists and other TAs in diagnosing various visual glitches in FIFA 18
- Refactored legacy schematic logic to reduce technical debt for replay wipes
- Carried out regular asset validation and integration for FIFA front end renders

### Software Engineer Intern
Enernoc

Node.js, Express.js, KnockoutJS, Jade, Less

May 2016

- Pushed fixes and filled feature requests for energy intelligence web applications
- Implemented conditional guide links at the request of the technical writing team
- Leveraged l10n and i18n tools to show varying content in different locales
- Modified Knockout templates and JSON to increase sensitivity to locale content

## Projects

### Front-End Developer
Personal Portfolio

ReactJS, SASS, Flexbox, JSON

July 2017

- Planned, prototyped, and revised wireframes with advice from peers
- Built a system with ReactJS to dynamically populate page content from JSON
- Implemented and tested a fully responsive design for multiple display sizes
- Leveraged the benefits of SASS to condense CSS code and reduce redundancy

## Education

### Simon Fraser University
8888 University Drive, Burnaby, B.C., Canada

September 2010 - June 2016

- Completed a Bachelor of Science in Computing Science
- Minor: Interactive Arts and Technology