

Jeremy Lo

Profile

As a Software Engineer with almost a decade of experience, I've led cross-functional teams in implementing critical features for major software applications. I can scope, build, test, and ship features end-to-end. I know how to push for scalable solutions for both developers and end-users. In my roles, I'm constantly bouncing between UX/UI, dev, testing, and project management POCs to ensure all work is performant and on schedule.

Education

Bachelor of Science (B.Sc), Computing Science, Simon Fraser University
Sept 2010 – May 2016

Employment

SOFTWARE ENGINEER II at [Microsoft](#)

May 2021 – December 2024

- Designed and implemented 3rd party calling integration for Microsoft Teams Rooms (MTR)
- Enhanced Rooms Chat functionality for Teams 2.1
- Created and tuned telemetry dashboards for Teams Content Sharing and Rooms Chat for better monitoring
- Lead code reviews, proposed enhancements, optimized test coverage across Jest, Cypress, Playwright suites
- Collaborated with cross-functional teams from multiple time zones for feature and initiative pushes
- Led legacy UI refactor initiative for improved MTR view panel display

WEB DEVELOPER at [Electronic Arts Canada](#)

September 2017 – April 2021

- Integrated player Stadium Customizations in FUT Companion App for FIFA20
- Planned, documented, estimated, and implemented features for future app releases
- Managed exclusive timed campaign rollouts for FUT Companions
- Collaborated with Licensing, Server, and other teams to streamline development and content delivery processes

Software Engineer
Front-end & Web Development

Contact Info

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[LinkedIn](#)

Skills

Software Development

Web development

React

TypeScript

JavaScript

REST

GraphQL

HTML

CSS

Jest

Figma

Python

Playwright

Automation & CI/CD

Jenkins

Telemetry

Code Debt

Code Reviews

Unit Tests

C#

ASSOCIATE TECHNICAL ARTIST at [Electronic Arts Canada](#)

June 2016 – September 2017

- Develop and enhance Maya plugins and tools for the Rigging team in C# and Python
- Gather, evaluate, and prioritize user feedback through interviews to improve plugin functionality
- Troubleshoot and resolve visual glitches and performance issues in the Frostbite game engine
- Collaborate with artists to optimize workflow efficiency and streamline production processes

TEST AUTOMATION ENGINEER (CO-OP) at [Tantalus Systems](#)

January 2014 – September 2014

- Automate triage work to decrease setup time in regression testing
- Created an email alert system for critical issue notification in JIRA
- Collaborated daily with team members to align on progress and plan future automation strategies
- Managed and deployed Ubuntu and OEL servers for both nightly builds and test environments

SOFTWARE DEVELOPER (CO-OP) at [Blackberry Canada](#)

January 2013 – September 2013

- Deployed automated BES10 servers via Jenkins, Maven, Ant, and VMWare vSphere
- Optimized scripts to maintain build configuration files
- Validated 3rd party plugins for Hudson/Jenkins before production deployment