

Jeremy Lo

SOFTWARE ENGINEER

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Summary

Front end software engineer looking to continue growing in this industry, wherever that may be.

I have experience planning, estimating, building, testing, and shipping features end to end - this was my day-to-day both at Microsoft Teams Rooms and the EA FC Companion App.

As a Software Engineer, my responsibilities include meeting with product managers and feature owners, exchanging feedback with UX designers, coordinating manual+automated test plans with QA, and monitoring releases with both off-the-shelf and bespoke tooling.

I've worked with React (both functional and legacy), custom Javascript, and C# UI in the past.

Work Experience

Microsoft

Vancouver, Canada

SOFTWARE ENGINEER II

May 2021 - PRESENT

- Implemented and shipped third-party calling (Google Meet, Zoom, Webex, etc) via "Join by ID" on Teams Rooms
- Delivered a new chat experience for Microsoft Teams Rooms (MTR) for Teams 2.1
- Conduct code reviews and suggest improvements to reduce redundancy and improve test coverage
- Drive feature development across various timezones by coordinating with designers, testers, and project managers
- Lead refactor effort in an egregious part of legacy UI for mounting MTR view panels
- Create and maintain Jest and Cypress tests to mitigate regressions before submission

Electronic Arts Canada

Burnaby, Canada

WEB DEVELOPER

Sep. 2017 - Mar. 2021

- Lead integration of brand-new 'vanity' items to FUT Companion App users in FIFA20, including nightly asset builds
- Planned, scoped, and implemented new features for current and future releases of the FIFA Ultimate Team Companion apps (FUT19 - FUT21)
- Managed Live Content responsibilities such as coordinating roll-outs of exclusive timed campaigns for FUT Companions
- Refactored legacy tools for parsing app metadata to reduce development overhead on CI pipeline
- Prevented content leaks, cut build times by exposing and resolving issues in 2D asset pipeline
- Interfaced with producers, developers, and testers across Live Content, Server, and Console teams in Canada and Romania

Electronic Arts Canada

Burnaby, Canada

ASSOCIATE TECHNICAL ARTIST

Jan. 2016 - Sep. 2017

- Wrote and supported existing Maya plugins and other packages used by artists on Rigging team, in C# and Python.
- Collected, assessed, and prioritized feedback on plugins from users.
- Fixed visual bugs on assets and animations using node- and timeline-based editors in proprietary Frostbite engine.

Tantalus Systems

Burnaby, Canada

TEST AUTOMATION ENGINEER (CO-OP)

Jan. 2014 - Aug. 2014

- Reduced setup time in regression testing of server features by automating triage work nightly
- Created tooling with Python lxml and etree to send build e-mail notifications for high impact tickets
- Met daily with teammates to sync progress and design future plans for automation
- Managed Ubuntu and OEL VMs used as build machines and test environments

BlackBerry Canada

Waterloo, Canada

SOFTWARE DEVELOPER (CO-OP)

Jan. 2013 - Aug. 2013

- Oversaw deployment and automated testing of BES10 servers through Jenkins, Maven, Ant, and VMWare vSphere.
- Created, deployed, and re-tooled scripts used for production and maintenance of build config files.
- Managed instances of test host machines using Windows Server and Ubuntu LTS VMs
- Investigated and validated new third-party plugins for Hudson/Jenkins before deploying to Continuous Integration Team's production server

Education

Simon Fraser University

Burnaby, Canada

B.SC. IN COMPUTING SCIENCE

Sep. 2010 - May. 2016

- Graduated with a Minor in Interactive Art and Technology