

JEREMY LO

Software Developer

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jeremy-jtlo.github.io

Work Experience

Front End Software Engineer EA Vancouver

September 2017 - Current

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

- Interface with teams in Vancouver and Romania on new and existing features.
- Pushed team through licensing and development milestones with automation.
- Coordinate with Live production stakeholders to roll out exclusive content.
- 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

June 2016 - September 2017

Frostbite Schematics,
FBScript, Python, C#, WPF

- Develop and support multiple tools for artists at EA Sports in C# and Python.
- Automate mesh weight transfers with a C# Maya plugin prototype.
- Support artists and other TAs in troubleshooting visual bugs in FIFA gameplay.
- Collect and assess feedback on plugins from users.
- Carry out regular asset validation and integration for FIFA front end renders.

Test Automation Engineer (Co-op) Tantalus Systems

January 2014 - August 2014

Python, jQuery, Citrix Xen,
Bottle.py

- Discuss, plan, and execute web front end features for automated build mails.
- Implement and support a daily tool exposing errors linked to closed JIRA issues.
- Meet daily with team to sync progress and design future automation plans.
- Manage Ubuntu and OEL 5.8 VMs used as build slaves and test environments.

Projects

Front-End Developer Personal Portfolio

July 2017

ReactJS, SASS, Flexbox,
JSON

- 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

September 2010 - June 2016

8888 University Drive,
Burnaby, B.C., Canada

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