

Jonathan Chan

Senior Software Engineer

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Summary

Transitioning from professional gaming to engineering, I bring a strong intuition for UX and performance to building responsive software. I progressed to a Senior role within two years through consistent self-study, independent problem-solving, and a focus on fundamentals. I adapt quickly to new languages and systems and deliver reliable, high-quality software.

Skills

Knowledgeable in multiple programming languages, software tools and frameworks

- Ruby, Python, Haml, HTML, CSS, JavaScript
- Ruby on Rails, Sidekiq, Socket.IO, Flask, RESTful API, gRPC, Bootstrap
- MongoDB, SQLite, Redis

Familiar with various project workflows and software engineering practices

- Bash, Git, GitHub, GitLab, Sourcetree, Postman, Jenkins
- Docker, Kubernetes, Lens, Rancher, Nginx, Gunicorn, Digital Ocean, Vercel, AWS
- ChatGPT, Google Gemini, GitHub Copilot, Cursor
- Agile, Jira, Trello, Slack

Possess critical thinking, analytical and strong problem-solving skills

- Fluent in English, Mandarin, Malay and Cantonese
- Inquisitive and resourceful
- Articulate communicator

Experience

Senior Software Engineer / Dynamite Games

Jul 2025 - Present

Dynamite Games is a Singapore-based game studio specializing in interactive, real-time web-based games, with studios across Malaysia, Vietnam, Taiwan, and Singapore. I was part of the backend development team, collaborating closely with operations, QA, and game design teams to drive game development – contributing to both technical implementation and product discussions throughout the entire development lifecycle.

Key achievements and responsibilities:

- Spearheaded CI testing integration, enabling real-time logging and enforcing test-driven development to improve code reliability
- Designed and built a localization module, enabling seamless multi-language support
- Revamped internal tools by adding new features and improving UI/UX to boost team productivity
- Revamped and improved load speed for web page from 13s to 0.5s using lazy loading
- Lead 8+ production deployments monthly to ensure smooth releases and system stability
- Drive technical excellence and facilitate team learning through sharing sessions
- Perform detailed code reviews, providing constructive feedback to uplift team coding standards
- Designed and executed technical assessment and improvement programs for new joiners
- Onboard and mentor new team members

Software Engineer / Dynamite Games

Jun 2023 - Jun 2025 (2 yrs 1 mo)

- Involved in end-to-end game development lifecycle, drive technical and non-technical discussions for tech and product decisions
- Implemented Finite State Machines (FSM) to handle complex game logic and game state
- Developed simulations and unit tests to validate product accuracy
- Proficient in using CI/CD pipelines for testing and deployment
- Managed Kubernetes resources and database operations via Rancher/Lens for configuration and debugging
- Prepare and maintain technical documentation to support development and code maintenance
- Provide 24/7 on-call rotations, troubleshooting and resolving production incidents

Tools and technologies:

Ruby on Rails, Sidekiq, Socket.IO, RSpec, Haml, MongoDB, Redis, GitLab, Sourcetree, Postman, Jenkins, Docker, Kubernetes, Lens, Rancher, AWS, Jira

SEM9 Holding (SEM9) Nov 2021 - Apr 2023 (1 yr 4 mos)

Administrative Executive / Professional Player

- National representative for Esports (Wild Rift) in SEA Games
- Player coach
- Strategise, create and execute plans for team daily operations
- Set up email automation and generated contracts with Autocrat for streamlined contract creation
- Managed e-commerce platforms and social media channels, e.g, Shopee, Lazada, TikTok, Facebook
- Coordinated with tournament organizers and provided on-ground support for merchandise sales at esports events

Berjaya Esports (Berjaya Dragons) Jan 2020 - Oct 2021 (1 yr 10 mos)

Assistant Manager / Esports Coach / Professional Player

Worked with Berjaya Dragons - esports team back by Malaysian conglomerate, Berjaya Corporation Bhd

- Managing various esports team under Berjaya Dragons
- Assists in various operations to ensure the day-to-day runnings of the organisation
- Player coach for the Wild Rift team
- Team captain

Audit Associate / JB Lau & Khoo Jun 2018 - Jun 2019 (1 yr 1 mo)

Involved in complete audit assignments from pre-engagement to finalisation of reports for dormant and SME companies

Professional Player / Fire Dragoon Esports Jun 2017 - May 2018 (1 yr)

League of Legends professional player under Fire Dragoon

- Rank 1 (Top 0.01%) Player on the MY/SG server for multiple seasons
- Team captain

Audit Trainee / KPMG Oct 2016 - Jan 2017 (4 mos)

Projects

 **Ban Pick Tool** Web Application Development Jan 2023 - Present

Web app that simulates the Mobile Legends Draft Pick selection phase

Flask, Python, Socket.IO, HTML, CSS, JavaScript, MongoDB, Nginx, Gunicorn

 **Mortgage Calculator** Streamlit App Aug 2024 - Present

A simple mortgage calculator developed using the Streamlit framework

Streamlit, Python, Plotly

Education

CS50 Introduction to Computer Science / HarvardX 2022 - 2023

Harvard's introduction to the intellectual enterprises of computer science and the art of programming

Bachelor of Commerce Accounting / University Tunku Abdul Rahman 2014 - 2017

CGPA: 3.1368 / Honours Degree with Merit

- Academic Honours - Dean's List
 - Malaysian University English Test (MUET)
- Score: Band 5

Foundation in Arts / University Tunku Abdul Rahman 2013 - 2014

CGPA: 3.7340

Sijil Pelajaran Malaysia, Science (SPM) / SMK Bercham 2008 - 2012

Grades: 8As 2Bs