

Jonathan Chan

Software Engineer



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<https://joncms95.github.io>

Skills

Knowledgeable in multiple programming languages, software tools and frameworks

- Ruby, Haml, C, Python, HTML, CSS, JavaScript
- Ruby on Rails, Sidekiq, React, Django, Flask, Bootstrap
- SQLite, MongoDB, Redis

Familiar with various project workflows and software engineering practices

- Git, GitHub, GitLab, Sourcetree, Postman, Docker, Jenkins
- Nginx, Gunicorn, Digital Ocean
- Agile, Kanban, Jira, Trello

Possess critical thinking, analytical and have good interpersonal skills

- Can speak English, Mandarin, Cantonese and Malay
- Quick learner and problem solver
- Attention to details

Relevant Experience

Dynamite Games / Software Engineer

June 2023 - Present (3 months)

Worked with the backend team in web game development, collaborating with operations, QA and game design teams to optimize gameplay and address technical hurdles.

- Enhanced game bot logic, adeptly handling spawns, removals, and refining decision-making algorithms.
- Ensured database integrity through meticulous data updates and deletions, maintaining accuracy.
- Designed APIs to export data, enabling operations team with up-to-date data for streamlined workflows.
- Proficient in Finite State Machines (FSM) concept, understanding its role in game play states.

Tools and technologies:

Ruby on Rails, React, JavaScript, TypeScript, Haml, MongoDB, Redis, Sidekiq, GitLab, Sourcetree, Postman, Docker, Jenkins, AWS, S3, Jira

Other Experiences

SEM9

Administrative Executive

Jan 2023 - Apr 2023 (4 months)

Professional Player (League of Legends: Wild Rift)

Nov 2021 - Dec 2022 (1 year 2 months)

Berjaya Esports (Berjaya Dragons)

Professional Player (League of Legends: Wild Rift)

May 2021 - Oct 2021 (6 months)

Assistant Manager/ Esports Coach

Jan 2021 - Apr 2021 (4 months)

Professional Player (League of Legends PC)

Jan 2020 - Dec 2020 (1 year)

JB Lau & Khoo / Audit Associate

June 2018 - June 2019 (1 year 1 month)

Fire Dragoon Esports / Professional Player (LoL)

June 2017 - May 2018 (1 year)

KPMG / Audit Trainee

Oct 2016 - Jan 2017 (4 months)

Project

 **Ban Pick Tool** Web Application Development

Ban pick tool which simulates the Mobile Legends Draft Pick selection phase, similar to those seen in Ranked Game, Custom Draft Pick, or competitive tournaments.

Education

CS50 Introduction to Computer Science / HarvardX

2022 - 2023

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

Bachelor of Commerce (Hons) 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 (Management and Accountancy) / University Tunku Abdul Rahman

2013 - 2014

CGPA: 3.7340