

JASON LING

SOFTWARE ENGINEER

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in jtg2078

🔗 jtg2078

Skills

PROGRAMMING LANGUAGES

Objective-C

Python

JavaScript

HTML

CSS

C#

FRAMEWORKS

iOS-SDK

AppEngine-Python-SDK

SciPy

Node

React

jQuery

IDES

Xcode

Sublime Text

PyCharm

VERSION CONTROL SYSTEMS

GitHub

DATABASES

PostgreSQL

MongoDB

Redis

Google-DataStore

OPERATING SYSTEMS

OSX

Linux

Windows

PROGRAMMING CHALLENGES

Project Euler - 120 [solved](#)

Summary

- Full stack web developer familiar with wide range of technologies, experienced in API design, SPA, and scalable backends
- Veteran iOS engineer with more than 10 app in app store, and well versed in iOS technology stack
- Strong track record in delivering software products and services, effective in both freelance, remote or team based environment

Projects

[Alfred - Home Security Surveillance IP Camera](#)

role: primary developer

tech: CoreVideo, VideoToolBox, XMPP, RTP, WebRTC, H264, ICE, AudioUnit

impact: integrated various frameworks, components, and solutions to deliver a cloud-based IP camera app which streams h.264 video and audio with minimum bandwidth requirement

[Expr](#)

role: primary developer

tech: AppEngine, WebApp2, Jinja, ndb-datastore, memcached, MapReduce, task-queue, iOS app, React.js, Compass, Gulp.js

impact: designed and developed the backend, the frontend and the iOS app for Expr.cc, a reddit-clone social discussion platform

[LoL Worlds](#)

role: co-developed with my brother

tech: AppEngine, iOS, Angular.js, Node.js, Express.js

impact: designed the backend system for fetching third-party data, and developed an easy to use backend real-time play-by-play data entry system

[Find Tea](#)

role: primary developer

tech: AppEngine, iOS, jQuery, web-crawling, BeautifulSoup, LBS

impact: created automated crawlers for many bubble-tea franchise in taiwan, and extracted useful location data from many ill-formed html web pages

Employment

Alfred Labs

Software Engineer

Taipei / San Francisco

10 2014 - Current

- designed and delivered iOS version of Alfred on schedule with targeted spec and features in 6 months
- established rapid design-implement-test process which shorten release cycle from 1 month to 1 week

DoubleX

Software Engineer

Taipei

09 2012 - 09 2014

- delivered [55688](#) app on schedule despite constant spec and requirement changes
- delivered [Carrefour](#) iOS app within 3 months and satisfied every client's requests
- completed every client project(6 iOS apps, 3 backend systems and 2 SPA) successfully

Mobile01

Software Engineer

Taipei

04 2012 - 08 2012

- completed the first version of company's first IM app on iOS platform on schedule in 3 months
- optimized and rewrote backend system's messages processing throughput by 150%.

Fingertip Creative

Software Engineer

Taipei

03 2011 - 03 2012

- completed major client project [TaiwanFresh](#) app within schedule(7 mo) and received excellent client feedback
- led the dev team to design and engineered the company main e-commerce platform [Tiny Square](#) in 6 months

RMS

Software Engineer

San Francisco

08 2007 - 08 2010

- completed all the features and improvements successfully for development of RiskLink 8.0/9.0/10.0
- ranked in top 10 percent performers for performance evaluation in 2008 and 2009
- fixed more than 150 bugs and issues and ranked as one of top performers in bug fixing in 2009 and 2010

Education

The State University of New York at Stony Brook

B.S. Computer Science 2007

Udacity

Nanodegree Full Stack Web Developer

Nanodegree Data Analyst