

Jonathan Lam

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I'm a full-stack web developer and game developer with over 5 years of combined industry experience. Excited to learn new technologies, software engineering techniques, design patterns, and coding algorithms, all while also motivating others to do the same.

EXPERIENCE

Javascript Game Developer

Aug 2019 - Feb 2023

SOFTGAMES Canada, Toronto, ON

- Developed and maintained five different match-3 puzzle games, played by hundreds of thousands of players on Facebook.
- Created technical designs and took ownership of and maintained features such as different game modes, engaging animated user interfaces, Facebook API integration, leaderboards, analytics, and performance improvements.
- Created tools and workflows to aid producers, developers, artists, QA, and data analysts with development process. Projects include level editors, an update workflow for thousands of levels, scripting for regularly-used tasks, and React web apps for managing analytics, player data, and internal game data.

Frontend Web Developer

May 2019 - Nov 2019

WKND Inc., Toronto, ON

- Implemented front-end user interfaces with back-end integration according to designs on web and mobile apps using React and React Native.
- Created HTML templates for transactional emails to users.

Assistant Instructor

Apr 2018 - Nov 2018

University of Toronto School of Continuing Studies, Toronto, ON

- Provided learning support and mentorship to a class of 25 students in a web development bootcamp, helping them learn the latest full-stack web technologies and best practices, including React, MongoDB, Express, and MySQL.
- Handled a large assignment evaluation backlog when first assigned to the position. Worked with other instructors to assure students that their grades would be available in a timely manner.
- Provided regular code reviews and mentorship to student group projects, inspiring them to succeed and produce high-quality code.

Freelance Game Programmer

Oct 2016 - Apr 2017

Giant Fox Studios, Remote

- Developed, tested, and shipped Luke Sidewalker, taking the game from prototype to release on Steam, iOS, and Android.
- Completed and polished prototype features; ported old Game Maker 8 codebase to GameMaker: Studio 1.4 for multiplatform distribution (desktop and mobile).
- Added new features: additional levels and characters, UI/UX, and leaderboards and achievements (via Steamworks SDK, iOS Game Center, and Google Play).

EDUCATION

Diploma - Web Development

Lighthouse Labs, Toronto, ON

Master of Science (M.S.) - Computer Science

Ontario Tech University, Oshawa, ON

Bachelor of Information Technology (BIT) - Game Development and Entrepreneurship

Ontario Tech University, Oshawa, ON

SKILLS

Javascript, Typescript, HTML5, CSS, SQL, Facebook Instant Games, Node.js, express, React, Next.js, Phaser CE, Pixi.js, Babel, Electron, webpack, Redis, Jest, Sass, MongoDB, MySQL, Amazon Web Services (AWS), Heroku, Vercel, Git, APIs, Jira, Confluence, deltaDNA, GameMaker