JONATHAN LAM

GAME AND FULL-STACK WEB DEVELOPER

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▶ SKILLS

LANGUAGES	HTML, CSS, Javascript, ES6, GML, SQL, C++, Ruby
TECHNOLOGIES & FRAMEWORKS	Node.js, express, React, Phaser 3, Pixi.js, Babel, jQuery, Electron, webpack, Mocha, Sass, Bootstrap, Material-UI, mongoDB, Redis, MySQL, PostgreSQL, Amazon S3, Heroku, git, GameMaker Studio 2, Steamworks, FMOD Studio
MULTIMEDIA	Photoshop, Abode Illustrator, Premiere Pro, Pixel Art, Music Composition
SOFT SKILLS	Mentorship, Team Management, Leadership

▶ PROJECTS

Sync Timer
An online stopwatch microservice developed with express.js and Socket.io. Multiple users or parties can create and observe a common timer on multiple devices.

GIFcentration
A Concentration game where players match pairs of GIFs related to a topic of their choice. Powered by Giphy and the MERN stack.

Fractured Flicks
An animated jigsaw puzzle web game made with Pixi.js and powered by Amazon S3. Ranked 3rd place in Finally Finish Something Jam 2018.

▶ EMPLOYMENT

Apr. 2018 to Nov. 2018

University of Toronto School of Continuing Studies ·
Assistant Instructor · Toronto, ON
- Provided learning support to a class of 25 students in a web development bootcamp.
- Helped students to familiarize themselves with the latest front- and back-end web technologies.
- Provided regular feedback and mentorship to student group projects to ensure their success.

Oct. 2016 to Apr. 2017

Giant Fox Studios · Freelance Game Programmer · Remote
- Helped develop and ship 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.
- Added new features: additional levels and characters, UI/UX, and leaderboards and achievements (via Steamworks SDK, iOS Game Center, and Google Play).

▶ EDUCATION

Lighthouse Labs
Diploma of Web Development

University of Ontario Institute of Technology
MSc Computer Science - Digital Media
BIT Game Development and Entrepreneurship