

Jonathan



Developer
Designer
Maker

Contact

☎ 416-888-5198

✉ contactme@jonathanpwu.com

🌐 JonathanPWu.com

💻 github.com/wuwica

Education

Bachelors of Science, Honours Computer Science

Minor, Economics
Wilfrid Laurier University

Languages

Elixir / Java / C / Python / HTML /
CSS / JS / React / Tauri / Postgres /
SQL

Tools and Software

Docker / GCP / AWS / Grafana / Git
/ WSL / Kafka / Inkscape / Proxmox /
Adobe Suite

Hobbies

- Web Development & UX/UI
- Mech Keyboard and Coffee Enthusiast
- Arcade Cabinet modification and hacking
- Owner of one of the most recognized computers on the internet
- Built a 3D printer and enjoy 3D modeling
- Member of a maker space community
- Top 1% of League of Legend, Valorant and Beatsaber players

Experience

Yume Arcade

March 2024 - Current

Owner / CTO | Java - Spring, NextJS, Postgres, Network Architecture

- Founded and led all technical development for a physical arcade business, owning software, hardware, firmware, and network infrastructure end-to-end.
- Personally designed custom PCB hardware and developed ESP32 (Arduino/C++) firmware to power a bespoke arcade credit system.
- Built bespoke backend services to manage credits, user actions, and device communication, ensuring consistent state across machines with zero production downtime.
- Designed and deployed an on-prem server architecture to support fully offline operation for arcade machines and customer systems.
- Developed internal onboarding and administration software used by store clerks to manage customers, credits, and in-store workflows.
- Designed, manufactured, and deployed a self-service customer kiosk integrating NFC chips, multi-card dispensers, and Square payment terminal APIs.
- Built a digital queue management system and customer-facing queue app, improving customer experience during peak traffic and directly driving increased revenue.

ShareSFR

November 2024 - Current

Senior Software Developer | Python, Langchain – OpenAI, Postgres, AWS

- Designed and implemented an AI-driven, batch document ingestion and parsing service as a solo developer, processing ~3,000 unstructured legal and financial documents into normalized database models.
- Built multi-step data pipelines using OpenAI models to transform unstructured data into serialized, versioned records through document classification and entity/date extraction.
- Implemented confidence scoring and thresholding to flag uncertain AI outputs and support downstream human review workflows.
- Designed the system to run within AWS micro-instance constraints, balancing cost, throughput, and reliability for an early-stage startup.
- Significantly improved human productivity by reducing manual document tagging, increasing document ingestion volume and enabling faster onboarding of new data.
- Owned service architecture, data modeling, and operational tradeoffs for a production AI system despite limited infrastructure and model performance constraints.

Loblaw Digital

November 2019 - November 2025

Software Developer | Java - Spring, Elixir – Phoenix, GCP, PostgreSQL

- Lead design and development of several features for cart, working with data science and front-end teams to ensure data integrity and bug free releases.
- Revamped logging and metrics for several services, improving developer quality of life.
- Introduced CI/CD performance testing to incentivize better code quality and more consistent performance checks.
- Worked on solutioning for a high traffic high availability service which offered a 99.99% service availability.
- Reduced P95 API latency by 15% and improved performance for large carts by 25% by identifying and refactoring several key functions.
- Designed and built new components for micro services, redesigned aimed to improve performance, code quality and maintainability.
- Improved developer ramp up time, acting as a key contact for the onboarding of many team members.