

Jason Chau

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Professional Summary

A highly motivated Software and Hardware Technician with a strong passion for learning and providing great customer experience.

Experience

Freelance

Sept 2021 - Present

Frontend Software Engineer

- **Engineered** scalable, responsive, multi-platform and SEO friendly websites for multiple clients using HTML5, CSS3 + BEM, JavaScript ES6+ and React best practises
- **Connected** to backend API's through CRUD HTTP requests

IT Technician

Best Buy- Geek Squad

Oct 2022 - Present

- **Resolved** technical issues
- **Performed** equipment setup/troubleshooting (Windows PC's, Macs, mobile devices)
- **Added** and configured licenses for email, anti-virus, and other software
- **Installed** new hardware into poor performing PC's and laptops

Warehouse Production (Seasonal Contract)

Nov 2022 – Dec 2022

FujiFilm

- **Setup** printers and machine presses for production
- **Operated** various machine equipment
- **Compile** videos for editing

Game Lab Support

2018 - 2019

Ontario Tech University

- **Verified** and checked the condition of all the hardware in the Game Lab
- **Monitored** the use of certain equipment, and oversaw the entire lab
- **Prepared** equipment to start up and utilize for students

Commercial Projects

E-Portfolio

jason-chau.com

- **Designed**, developed and hosted projects using semantic HTML5 and CSS3 (+BEM) best practises
- **Provided** support for search engine optimisation for higher indexing through Google's search engine crawler
- **Included** responsive and multi-platform support to enable the portfolio to be viewed on any platform and device

Game Developer

2016 - 2021

- **Designed** game mechanics and game systems to create an entertaining game

- **Employed** Object Oriented Programming, Design Patterns, Game Systems, and Game Engine Components to streamline development and enhance the quality of games produced

Projects

Chemlab Simulator

- Developed the base foundation of a chem lab simulator in Unity, in collaboration with ASquaredQualityTraining. Was the primary programmer in developing a Non-VR version.

Culinary Conquest

- A 2D platforming game created in Visual Studios. Applied OOP to the project, as well as utilized OpenGL as a graphic engine.

Pyroboy

- 3D topdown survival game. Created a game engine in C++ for the project. Enforced Game Design Patterns, and built Game Engine Components (Graphic Engine, Physics Engine, Sound Engine)

Taco Boat

- 3D fighting game developed in Unity. Had a role in developing a networking system to allow multiplayer.

Technical Skills

Proficient: Html5, CSS3 (BEM), JavaScript ES6+, React (+hooks), npm, Git, GitHub, Visual Studios, Unity, C++, C#

Familiar: SASS, Yarn, React dev tools

Education

Bachelors of **Information Technology**
Specialized in **Game Development**.

2016-2021

Ontario Tech University

References

Available upon request.