JASON **CHUNG**

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More than 5 years of experience covering software development, architecture, management, continuous integration and continuous delivery, devops, front end, back end.

SKILLS

- C++, C, C#, Objective-C, Java, JavaScript, PHP, Python, HTML, CSS, Bash, Shell
- MySQL, SQLite, PostgreSQL, MongoDB, Redis, CassandraDB, MariaDB, CouchDB
- Unity, Entity Component Systems, Game AI, Game Engine Architecture

EXPERIENCE

MARCH 2022 – PRESENT

INTERMEDIATE STACK DEVELOPER, BC PUBLIC SERVICE

Tech lead responsible for product ownership transfer. Agile development and maintenance of OpenShift containers, and GitHub repository. Developed features and enhancements of product used by multiple ministries within government. Coordinated with partners to design and develop ministry specific features.

DECEMBER 2015 – JANUARY 2019

SOFTWARE DEVELOPER, PRILYX RESEARCH & DEVELOPMENT LTD.

Designed, tested, documentation, and development of proprietary technologies revolving around real-time facial detection and recognition, emotion identification, biometric access control. Management of junior developers.

JULY 2014 – DECEMBER 2015

SOFTWARE DEVELOPER, MAIN DEVELOPMENT LTD.

Designed, tested, documentation, and development of proprietary server sided, middleware, and client sided applications. Developed facial detection and recognition applications integrated with domestic and international watchlists for the ingress kiosks during the Baku First European Olympic Games. Integrated location tracking solutions to seamlessly track subjects in real-time within venues. Installation and configuration of video management software, Dell switches and servers, IP cameras, RFID antennas, fiber optic networks.

EDUCATION

APRIL 2018

BACHELOR OF TECHNOLOGY, BCIT

Academics focused on games development

APRIL 2014

COMPUTER SYSTEMS TECHNOLOGY, BCIT

Academics focused on digital audio signal and video processing