

Jonathan Lam

Toronto, ON | 647-406-0108
jonathan.hs.lam@gmail.com | <https://jonathanlam.ca>

I'm a developer of games and full-stack web applications who believes the marriage of code, art, and music can create beautiful things. Excited to learn new technologies and coding techniques and also teaching others the same, I strive to exercise my creativity regularly.

EXPERIENCE

Javascript Game Developer

Aug 2019 - Feb 2023

SOFTGAMES Canada, Toronto, ON

- Developed and maintained five different match-3 puzzle games, including Match 3 Garden and Cookie Land, played by tens of thousands of users on Facebook. Features responsible include new game mechanics, UI, 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, level update workflow, particle editor, and scripts and web apps for managing analytic schemas on DeltaDNA, 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 different apps using React and React Native.
- Created 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

May 2017 - Aug 2017

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

Ontario Tech University, Oshawa, ON

Bachelor of I.T. (BIT) - Game Development and Entrepreneurship

Ontario Tech University, Oshawa, ON

SKILLS

TypeScript, Javascript, HTML5, CSS3, SQL, GML, React, Next.js, Facebook Instant Games, Phaser CE, express, Pixi.js, Babel, Electron, Gulp, webpack, Jest, Sass, mongoDB, MySQL, Redis, Amazon Web Services (AWS), Heroku, Vercel, Gitlab, Github, Jira, Confluence, deltaDNA, GameMaker