

Jonathan Lam

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I am a full-stack web developer and game developer with over 5 years of combined industry experience and a passion for gaming. I enjoy taking on new challenges and opportunities, producing high-quality features that make a big impact on the final product, and helping others with the same goal.

EXPERIENCE

Game Developer

Aug 2019 - Feb 2023

SOFTGAMES Canada, Toronto, ON

- Developed and maintained five live hypercasual games as part of a team, played by hundreds of thousands of players on Facebook, using Phaser, Javascript, and Typescript.
- Took ownership of and maintained features such as different game modes, engaging animated user interfaces, Facebook API integration, tracking game metrics and analytics, and various performance optimizations to improve player retention and increase in-app purchases.
- Created tools with React and workflows to aid other team members in various disciplines with development process and improve productivity. Projects include game editors, an update workflow for thousands of levels, and full-stack web apps for managing analytics, 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 web and mobile apps using React and React Native.
- Created HTML 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 succeed in learning the latest full-stack web technologies and best practices.
- 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 for sale 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 additional features: new levels and characters, improved UI/UX, and leaderboards and achievements for both desktop and mobile platforms.

VOLUNTEERING

Career Mentor

Mar 2024 - Present

Lighthouse Labs

- Organized regular meetings online and in-person with a recent graduate from the Web Development bootcamp at Lighthouse Labs, to give career and professional advice to guide them in their first steps in the field of web development.

EDUCATION

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

Ontario Tech University, Oshawa, ON

Bachelor of Information Technology (BIT) - Game Development and Entrepreneurship

Ontario Tech University, Oshawa, ON

Diploma - Web Development

Lighthouse Labs, Toronto, ON

SKILLS

Languages: Typescript, Javascript, HTML5, CSS, SQL

Engines: Unity, GameMaker, Phaser

Technologies: React, Node, Express, Pixi.js, Three.js, Facebook Instant Games, Electron, Vite, Redis, mongoDB, MySQL, Amazon Web Services (AWS), Git, Jira, Confluence