

# Jason Tu

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**Location:** New York, NY

<https://jasont.co>

**Blog:** <https://jasont.co/blog>

**GitHub:** <https://github.com/nucleartide>

**LinkedIn:** <https://linkedin.com/in/jasontu>

## Summary

Gameplay Programmer with multiple, shipped mobile projects in Unity & C#, as well as experience in Unreal & C++. Previously worked as a Senior Full-Stack Engineer for 10+ years in various successful (and exited) startups.

## Skills

- **Unreal.** Shipped X small games in Unreal. Playable online at <https://jasont.co>.
- **Unity.** Shipped 1 mobile game solo to the App Store, as well as iOS / Android projects for 2 freelance clients.
- **Full-stack.** HTML5, CSS, JavaScript, React, React Native, Node.js, TypeScript, Kotlin, MySQL, Kubernetes.
- **Version control.** Git, GitHub, Azure DevOps.
- **Tech lead.** Mentored countless devs as a senior engineer. See recs: <https://www.linkedin.com/in/jasontu>
- **Agile.** Organized scrum ceremonies (sprints, standups, grooming, retros) for many teams in work history.

## Relevant Experience

### Gameplay Programmer — Solo Game Development

Jason Tu LLC. June 2021 to Present. New York, NY.

- *Dec 2021 to Present.*
  - Created X small, open source games in Unreal Engine / C++ or Unity / C#.
  - Detailed technical writeups for all games are available on GitHub: <https://github.com/nucleartide>
- *June 2021 to Nov 2021.*
  - Single-handedly designed, implemented, and published Pocket Pong AR (made in Unity) to the iOS App Store.
  - Pocket Pong AR's postmortem blog post hit #1 on Hacker News: <https://jasont.co/finishing-games>
- Formed "Jason Tu LLC" in the state of New York for publishing games and personal projects.

### Senior Software Engineer II — Inventory Management (IMS)

Wonder. May 2022 to Jan 2023 (9 months). New York, NY.

- Provided full-stack firepower for Wonder's business-critical inventory operation.
- Architected IMS Web portal in React (Next.js) for viewing and managing contents of Wonder's food inventory.
- Implemented features in React Native (Android) for the IMS mobile scanning application.
- Designed and implemented backend systems in Kotlin and MySQL.
- LiveOps: Supported IMS as member of weekly 24/7 on-call rotation.
- Organized weekly mentorship sessions with 4 junior teammates to teach front-end and full-stack skills.
- Published frontend curriculum that garnered 300+ combined upvotes on Reddit: <https://jasont.co/frontend>

### Senior Software Engineer II — Tech Lead, Central Kitchen Tech

Wonder. June 2021 to May 2022 (12 months). New York, NY.

- Led nascent Central Kitchen Tech team of 3, focused on providing tools to digitize chefs' production workflow.
- Rapidly deployed React frontend for "Bulk Prep" app that automated the generation of chefs' production task lists.

- Constructed initial backend system design and full-stack prototype for “HOMER” Kitchen Task Management app.

### **Freelance Unity Developer — Mobile Games**

Self-employed. Oct 2020 to May 2021 (8 months). New York, NY.

- Operated a freelance business for Unity game development, with a niche in mobile games and applications.
- Ran all aspects of the business for a half-year period, including client outreach, closing sales, Unity game development, and client support.
- Clients include:
  - Prodigies Music: shipped a 2.0 of their bell instrument app (iOS & Android)
  - Mirari Reality (Patrick McCrory): shipped a redesign of their AR skateboarding game's UI & UX (iOS)
- Case studies:
  - Rehauling Prodigies Music's app for 5-star customer ratings: <https://jasont.co/prodigies-case-study>

### **Senior Product Engineer — Platform & Growth Teams**

Segment. July 2018 to Oct 2020 (2 years 4 months). San Francisco, CA.

- Senior product & growth engineer on various parts of Segment's analytics product, including the Segment app's onboarding flow, conversation optimization for [segment.com](https://segment.com), Destination Filters, Segment Functions, Segment Developer Center, and Segment’s internal Partner Portal.

### **Software Engineer III — Jet.com Frontend**

Jet.com. Jan 2017 to June 2018 (1 year 4 months). New York, NY.

### **Tools Engineer**

Zynga (Rising Tide Games). Oct 2015 to Dec 2016 (1 year 3 months). New York, NY.

- Created tools to manage game data for Black Diamond Casino, a slots game with millions of iOS/Android installs.
- Architected and developed 3 full-stack internal tools from start to finish as a one-man team, handling all requirements gathering, UI/UX design, prototyping, implementation, testing, and maintenance.

### **Software Engineer — B2B SaaS, UI Team**

Mediamorph (Whip Media). July 2014 to Oct 2015 (1 year 4 months). New York, NY.

### **Software Developer Intern — HTML5 Education Apps**

Amplify Education. May 2013 to Aug 2013 (4 months). Brooklyn, NY.

### **Binghamton University**

Bachelor of Science, Computer Science. 2010 - 2014. Binghamton, NY.

### **Other Accomplishments**

- Founder and primary organizer of The Weekend Connoisseur, a 20s-30s social meetup in NYC.
  - Link: <https://www.meetup.com/the-weekend-connoisseur>
- Creator of game development YouTube channel with over 400 subscribers and 20k+ combined views.
  - Link: <https://youtube.com/nucleartide>
- Published a game development & tech blog with 1100+ email list subscribers.
  - Link: <https://jasont.co/blog>