

Jason Tu

Location: New York, NY (NYC)

Open to remote or NYC roles

Portfolio: <https://jasont.co>

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

Email: hello@jasont.co

Work

Solo game development

Oct 2020 — Present (3+ years)

Gameplay Engineer, Personal Projects

Unreal/Unity: C++, C#, UMG/Slate, Common UI, Blueprints

- Shipped 1 game project in Unreal/C++ (jasont.co/chomp), including work on gameplay, AI and UI systems.
- Shipped 4 game projects in Unity/C#, including [1 published mobile game](#) and [1 published mobile app](#).
- Published 20+ blog posts (jasont.co/#writing-and-speaking) on Unreal/Unity, resulting in 1100+ email subscribers.
- Published 4 YouTube videos (youtube.com/@nucleartide) on game dev, resulting in 400+ subscribers and 23k+ views.
- Presented talk at Unity NYC (jasont.co/character-creation-toolkit) about how to rapid prototype 3D characters.

Inventory & kitchen task management

June 2021 to Jan 2023 (1 year 9 months)

Senior Software Engineer II at [Wonder](#) (NYC)

Full-stack: HTML5, CSS, JavaScript, React, Node.js, Kotlin, MySQL, Kubernetes

- Led (Tech Lead) team of 3: designed backend & created full-stack prototype for chefs' task management at food startup.
- Architected web portal in React (Next.js) for visualizing & managing contents of Wonder's business-critical inventory.
- Implemented accuracy-critical networking features in React Native (Android) for inventory mobile scanning.
- LiveOps: Supported production services as member of weekly 24/7 on-call rotation.
- Organized weekly mentorship sessions with 4 junior teammates to teach front-end, full-stack, and engineering skills.
- Published web UI curriculum that garnered 300+ combined upvotes on Reddit (jasont.co/frontend).

Mobile games and apps

Oct 2020 — May 2021 (8 months)

Freelance Unity Engineer (Remote)

Unity: C#, iOS, Android, augmented reality

- Operated a freelance business for Unity game development, with a niche in mobile games and apps.
- Ran all aspects of the business, including client outreach, closing sales, Unity game development, and client support.
- Shipped v2 of Prodigies Music's bell instrument mobile app, resulting in 5-star ratings (jasont.co/prodigies-case-study).
- Shipped UI/UX features for an AR skateboarding game for iOS (Mirari Reality, Patrick McCrory).

Analytics SaaS, developer platform & growth

July 2018 to Oct 2020 (2 years 4 months)

Senior Product Engineer at [Segment](#) (San Francisco, CA)

Full-stack: HTML5, CSS, JavaScript, React, Node.js, Go, MySQL, AWS

- Senior product & growth engineer on various parts of Segment's analytics product, including the Segment app's onboarding flow, conversion optimization for segment.com, Destination Filters, Segment Functions, Segment Developer Center, and Segment's internal Developer Partner Portal.

High-traffic e-commerce website & accessibility

Jan 2017 to June 2018 (1 year 4 months)

Software Engineer III at [Jet.com](#) (New York, NY)

Frontend: HTML5, CSS, JavaScript, React, Node.js, Azure

LiveOps, full-stack game studio tools

Oct 2015 to Dec 2016 (1 year 3 months)

Tools Engineer at [Zynga](#) (New York, NY)

Full-stack: HTML5, CSS, JavaScript, Ember.js, Node.js, PostgreSQL, AWS

- 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.
- Handled all requirements gathering, UI/UX design, prototyping, implementation, testing, and maintenance.

UI for SaaS in the entertainment industry

July 2014 to Oct 2015 (1 year 4 months)

Software Engineer at [Whip Media](#) (New York, NY)

Frontend: HTML5, CSS, JavaScript, Backbone.js, Node.js, Java, Spring

HTML5 tablet education apps for early childhood

Software Developer Intern at [Amplify Education](#) (New York, NY)

May 2013 to Aug 2013 (4 months)

Frontend: HTML5, CSS, JavaScript, Backbone.js

Education

Binghamton University

Bachelor of Science in Computer Science

2010 to 2014 (4 years)

Game Projects

Chomp, Unreal Pac-Man Adaptation (2023)

Breadforge, Procedural World Generation (2023)

Spots, Match-3 Gameplay (2022)

Pocket Pong AR, Mobile AR Pong (2021, iOS)

Prodigies Bells, Music Teaching App (2021, iOS/Android)

Lua (PICO-8) game prototypes (2020)

jasont.co/chomp and github.com/nucleartide/Chomp

github.com/nucleartide/Breadforge

github.com/JasonTuAtWonder/Spots

jasont.co/finishing-games

jasont.co/prodigies-case-study

twitter.com/nucleartide

Published Tutorials

How to build modular game UI in Unreal Engine 5 (2023)

How to set up debug symbols for Unreal Engine C++ on Macs (2023)

Rapid prototyping 3D characters in Unity (2023)

A senior dev's advice for learning to craft delightful web UIs (2022)

Shaders for game devs workbook (2021)

How to design a Metroidvania game (2020)

jasont.co/modular-unreal-ui

jasont.co/debug-unreal-on-mac

jasont.co/character-creation-toolkit

jasont.co/frontend

github.com/nucleartide/Shaders-for-Game-Devs-Workbook

jasont.co/metroidvania

Skills

- **Unreal Engine 4/5.** C++, memory management, UMG/Slate, Blueprints, profiling (stat commands, Unreal Insights).
- **Unity.** C#, iOS, Android, Xcode, Android Studio.
- **Full-stack.** HTML5, CSS, JavaScript, React, React Native, Node.js, TypeScript, Go, Kotlin, SQL, Kubernetes.
- **Version control.** Git, GitHub, Azure DevOps.
- **Tech lead.** Mentored countless developers. See: <https://www.linkedin.com/in/jasontu/details/recommendations>
- **Agile.** Organized scrum ceremonies (sprints, standups, grooming, retros) for many teams in work history.

Get in touch

👉 hello@jasont.co