Eson See

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Summary

Seasoned Full Stack Developer with over 15 years of experience in software engineering, specialized in the development of online services, web applications, and desktop tools.

Technical Skills

Rust, Go, C#, C++, Python, TypeScript, JavaScript, React, Kubernetes, Terraform, and more.

Professional Experience

Senior Online Programmer   **November 2021 – Present**
Haven Interactive Studios, Montreal, QC, Canada

- Design and develop online services, including game server management, matchmaking, match session allocation, game data configuration and gameplay events handling.
- Create web tools with React / TypeScript for game server managements and online service operations.
- Implement cloud infrastructure on AWS and GCP using Terraform.

Senior Online Programmer   **May 2017 – October 2021**
Ubisoft Entertainment, Montreal, QC, Canada

- Owned and optimized processes for managing and deploying game server builds to cloud providers.
- Developed online services in Go / Python / C# to support live game operations.

Senior Programmer   **January 2014 – April 2017**
Ubisoft Singapore Pte Ltd, Singapore

- Developed .NET online services for live game operations, e.g. monetization, player activity etc.
- Built various back-office tools in ASP.NET MVC and JavaScript.

Build Engineer / Platform Programmer   **August 2011 – June 2013**
Ubisoft Singapore Pte Ltd, Singapore

- Managed automated build and deployment pipelines for the game production.
- Developed and optimized tools to configure and deploy online services and game patches.

Senior Consultant, Application   **October 2009 – August 2011**
NCS Pte Ltd, Singapore

- Maintained and enhanced web-based systems using ASP.NET, WCF and MS SQL, to support operations of multiple healthcare facilities.

Software Engineer   **April 2007 – October 2009**
I-Access Solutions Pte Ltd, Singapore

- Developed web applications in ASP.NET and MS SQL for several educational institutions.

Languages & Education

Fluent in English, Chinese (Mandarin) and Malay; Intermediate proficiency in French.

Bachelor of Engineering (Computer Engineering)   **2002 – 2006**
Nanyang Technological University, Singapore

Specialist Diploma in Games Development   **2010 – 2011**
Nanyang Polytechnic, Singapore