

Yu (Kevin) Fu

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EDUCATION

UNIVERSITY OF WATERLOO

COMPUTER SCIENCE

MUSIC MINOR

Expected Dec 2018

LINKS

Github:// [yufutotg](#)

LinkedIn:// [kevin-yu-fu](#)

COURSEWORK

Algorithms

Operating Systems

Data Structures & Data Management

User Interfaces

Object-Oriented Design

Designing Functional Programs

TECHNICAL SKILLS

Java • C# • C++ • C • PowerShell

Bash • Batch • Git • XML • XSLT

HTML • CSS • JavaScript • SQL

Scheme

EXTRA CURRICULARS

MUSICAL DIRECTOR:

- Conductor at St. Cecilia's Youth Orchestra

- Musical Director at UWaterloo A Cappella Club

HOBBIES:

Yoyo • Skiing • Badminton

Martial Arts • Beatbox

Problem Solving

EXPERIENCE

ESOLUTIONS GROUP | SOFTWARE DEVELOPER

Sep 2016 – Dec 2016

- Developed and deployed 8 websites (out of 15 sites total from the team) for large cities and corporations using the company's internal content management system. (.Net)
- Reduced website setup time from one day to under 30 minutes by writing scripts to make REST API calls. (PowerShell, SQL)

KPMG | SR. SOFTWARE DEVELOPER

Jan 2016 – Apr 2016

- Built an application to improve the tax return preparation process, decreasing development time by 30% (3 to 5 days). Generated tax returns for over 4,000 individuals. (VBA)
- Prototyped UI for new international tax software. (C#, .Net)

TELUS HEALTH | PROGRAMMER ANALYST

May 2015 – Aug 2015

- Directed migrations to continuous integration for three teams, involving introduction to Jenkins and Git.
- Fixed QA tool to behave consistently and redesigned input format to be more intuitive. (Java)

KPMG | SOFTWARE DEVELOPER

Sep 2014 – Dec 2014

- Re-built platform to host complex questionnaire websites that filed tax returns for over 5,000 individuals. The platform is used for all future questionnaire sites. (C#.Net)
- Wrote tools and macros handling client data to save days of manual work. (VBA, Excel)

PERSONAL PROJECTS

REAL-TIME CHAMBER RPG | JAVA

Aug 2016 – Present

- Developed a real-time 2D chamber crawler using agile project management.
- MVC, factory, loose coupling.
- Designed for player creativity, strategy, and technical skill by allowing customization of player units and abilities.

FLOW SOLVING ALGORITHM | C++

Jan 2016 – Present

- Designed algorithm to solve a phone puzzle game named Flow.
- Reduced problem size by using a pre-processing step to construct a graph based on the clustered points in a grid.
- Determined unsolvable states to reduce the width of the recursive tree.

SNAKE GAME | JAVA

May 2016 – June 2016

- Developed the classic game: Snake.
- Implemented adjustable FPS and snake movement speed.