

Yu (Kevin) Fu

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EDUCATION

UNIVERSITY OF WATERLOO

BACHELOR OF MATHEMATICS

COMPUTER SCIENCE,

MUSIC MINOR

Expected Dec 2018

LINKS

Github:// [yufutotg](#)

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

COURSEWORK

UNDERGRADUATE

Algorithms

Operating Systems

Data Structures & Data Management

User Interfaces

Object-Oriented Software

Development

Designing Functional Programs

SKILLS

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 • 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 company's internal content management system. (.Net)
- Automated content management system through scripting REST API calls reducing website setup speed from a day to under 30 minutes. (PowerShell, SQL)

KPMG | SR. SOFTWARE DEVELOPER

Jan 2016 – Apr 2016

- Built VBA application to automate the generation of Tax Returns for over 4,000 clients. (C#.Net)
- Prototyped UI for new international tax software. (C#.Net)

TELUS HEALTH | PROGRAMMER ANALYST

May 2015 – Aug 2015

- Enhanced QA tool to behave consistently and redesigned input format to be more intuitive. (Java)
- Directed 3 teams in their migration to Continuous Integration including Jenkins setup and presenting Git branching options.

KPMG | SOFTWARE DEVELOPER

Sep 2014 – Dec 2014

- Re-built platform to host complete questionnaire websites that files tax returns for over 5,000 clients. The platform is now used on all of their websites. (C#.Net)
- Wrote tools and macros handling client data to save days of manual work. (VBA, Excel)

PERSONAL PROJECTS

REAL-TIME CHAMBER RPG | JAVA

Jan 2016 – Present

- Developed a Real-time 2D Chamber Crawler using Agile Project Management.
- MVC, Factory, Loose coupling.
- Designed to promote player creativity, strategy, and technical skill through customization of player units and abilities.

FLOW SOLVING ALGORITHM | C++

Jan 2016 – Present

- Designed recursive algorithms to solve phone puzzle game named Flow.
- Identified rigorous rules to determine if a state is valid or cannot be solved.
- Reduced worst case runtime by compiling grid view to a graph problem.

SNAKE GAME | JAVA

Jan 2016 – Jul 2016

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