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.