Yu (Kevin) Fu

Kevin.Yu.Fu@gmail.com | 416-903-2519

SKILLS

LANGUAGES:

Java • C# • C++ • C • PowerShell
Bash • Batch • JavaScript
SQL • Scheme

TOOLS:

Visual Studio • Android Studio
Linux • Git • Vim

LINKS

Github:// **yufutotg**
LinkedIn:// **kevin-yu-fu**

EDUCATION

UNIVERSITY OF WATERLOO

Computer Science
Music Minor
Expected Dec 2018

COURSEWORK

Algorithms
Operating Systems
Data Structures & Data Management
User Interfaces
Object-Oriented Design
Designing Functional Programs

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 search space 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.