

# Yu (Kevin) Fu

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## SKILLS

### LANGUAGES:

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

### TOOLS:

Visual Studio • Android Studio  
Linux • Git • Vim

## LINKS

Github.com/yufutotg  
LinkedIn.com/in/kevin-yu-fu

## EDUCATION

### UNIVERSITY OF WATERLOO

COMPUTER SCIENCE MAJOR

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.
- 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.