Dakota Madden-Fong

Software Engineer

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trifectaiii.github.io

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Education

Willamette University

BA Computer Science

2013 — **2018** Salem, OR



Sony Interactive Entertainment

Software Engineer

February 2022 — Current San Francisco, CA

- > Manage, maintain, and extend core infrastructure services related to event streaming.
- > Improve metrics and alerting on key services to lower engineer response times.
- > Redesign and refactor portions of the codebase to ensure maintainability and increase performance.
- > Provide support to other engineers in the organization.

care.coach March 2021 — July 2021

Full Stack Engineer

Millbrae, CA

- > Worked across the entire stack: front-end, back-end, and database.
- > Learned the stack from top to bottom and solved architectural problems.
- > Concieved and implemented new features and overhauls, both internal and customer-facing.
- > Ideated future possibilities and helped to plan long-term company goals.

The Coder School San Francisco

November 2018 — February 2021

San Francisco, CA

- > Taught school-age students the fundamentals of coding in python, javascript and MIT's scratch.
- > Designed and guided students through larger projects to demonstrate the value of proper code structure and organization.

△ Sample Projects

Magic: The Gathering Card Reader

github.com/trifectaiii/MTG-Card-Reader-Web

- > A web tool to identify cards from Magic: The Gathering, a trading card game.
- > Runs on a Bottle.py backend, using OpenCV's ORB feature detection to identify cards.

Immunity

Code Coach

github.com/trifectaiii/Immunity

- > A multiplayer class-based action game, where groups of players can team up to take down waves of enemies
- > Runs on a Node.js backend with Socket.io and a custom server-side engine. Uses p5.js for client-side rendering.

🗱 Technical Skills

Languages Java, Python, JavaScript, TypeScript, HTML, CSS, SASS, SQL, PHP

Tools AWS, Kubernetes, Docker, React, Redux, Node, Django, MySQL, PostgreSQL, NoSQL, REST, GraphQL

Skills Full-Stack Web Development, API Development

Areas of Interest Web Applications, Computer Vision, Game Development