

# Dakota Madden-Fong

Software Engineer

☎ +1-415-810-0334

✉ [maddenfong@gmail.com](mailto:maddenfong@gmail.com)

🌐 [trifectaiii.github.io](https://trifectaiii.github.io)

🐙 [/trifectaiii](https://github.com/trifectaiii)

## 🎓 Education

**Willamette University**

BA Computer Science

2013 — 2018

Salem, OR

## 📈 Experience

**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**

Full Stack Engineer

March 2021 — July 2021

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**

Code Coach

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](https://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**

[github.com/trifectaiii/Multiplayer-Game](https://github.com/trifectaiii/Multiplayer-Game)

- 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