BRIAN FONG

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Industry Experience

Software Engineer (Intern) May – Aug 2019
Azure Red Team - Microsoft, Redmond

- Created an end to end authentication solution that authenticates users using OAuth 2.0 in Unity resulting in a modular component that can be used for Azure Active Directory authentication on other unity applications
- Created a connection from Unity to Azure Red Team Bot services with voice and text interactions allowing the team to access data and resources from mixed reality devices such as HoloLens and VR headsets
- Mentored and onboarded another team of interns onto the project by giving a presentation on Unity and establishing an outline for the software development cycle on Azure DevOps to ensure code quality

Software Engineer (Contract) Sept – Nov 2018
Microsoft, Vancouver

- Worked on a HoloLens project using Unity, C#, and Photon. Maintfained, upgraded, and optimized features to allow future users and developers access to more modern features in Unity

Software Engineer (Intern) May – Aug 2018
Big Park - Microsoft, Vancouver

- Worked on unifying performance tests across platforms for Canvas, a 3D engine which supports multiple applications having 25+ million users
- Learned and applied an array of technologies such as VSTS build definitions, Azure, Power BI, PowerShell Scripting, and Cosmos DB to improve current framework of performance reporting resulting in ability to store and manipulate more than 10 times the amount of data

Software Engineer (Intern) Jan – April 2018
Garage - Microsoft, Vancouver

- Implemented Model-View-Viewmodel and command design patterns to create a HoloLens application in Unity which allowed easy integration to a remote device connection prototype using Agile and Scrum practices
- Applied knowledge about 3D graphics, mesh rendering, shaders, and profiling in Unity to optimize code resulting in 10x increase in speed for 50x more data using 20x less CPU resources

Projects

Reproducible Pseudo Random Password Generator (R.P.R.P.G.) May 2019 - Present

- Used HTML, CSS, and JavaScript to create a webpage that can hash passwords of varying lengths from a given set of parameters allowing users to access secure passwords that are not stored in memory from any device

Skills

- **Languages**: C#, C, C++, Python, R, PHP, HTML, CSS, JavaScript, Ruby
- **Frameworks/Platforms:** Unity, Git, Azure DevOps (VSTS), Azure Functions, Cosmos DB, PowerShell, Power BI
- **Hardware:** HoloLens, Acer Mixed Reality Headsets, Mac, Windows

Interests

- Was a gymnastics coach for 5+ years and now practices martial arts for 6+ years
- **Hobbies:** Reading, writing stories, playing guitar, Smash Ultimate, and foosball

Education

Bachelor of Applied Sciences | Computing Science Sept 2014 – Present
Simon Fraser University, Burnaby, B.C.