



BRIAN FONG

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Industry Experience

Software Engineer (Contract)

Sept – Nov 2018

Microsoft, Vancouver

- Worked on a HoloLens project using Unity, C#, and Photon. Maintained, 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

BattleScripts

Sept 2018 - Present

- Collaborated with 4 students to create a 2-player card game with blocks of code as cards. The purpose of the game was to help introduce basic programming ideas, and have players get familiar with coding syntaxes
- Built using PHP, Laravel, Unity, Photon Unity Networking and was hosted on Google Cloud Platform.

Hackathons

- **Eduhacks 2017**: created a Python program to increase students' productivity
- **Vansash 2018**: used R to help visualize player actions and the positions of which it occurred on a soccer field

Skills

- **Languages**: C#, C, C++, Python, R, PHP, HTML, CSS, JavaScript, Ruby
- **Frameworks/Platforms**: Unity, Heroku, Git, VSTS, Wireshark, Linux (Ubuntu & Debian), Azure, Cosmos DB, PowerShell, Power BI, Windows, MacOS, iOS, Photon Unity Networking
- **Hardware**: HoloLens

Interests

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

Education

Bachelor of Applied Sciences | Computing Science

Sept 2014 – Present

Simon Fraser University, Burnaby, B.C.