

# WENDY FU

SOFTWARE DEVELOPER / DATA SCIENTIST / ARTIST



647 785 2566



comloo99@gmail.com



github.com/comloo



wendyfu.com

## WORK HISTORY

Sept - Dec  
2016

### SOFTWARE ENGINEER

Hubdoc | Toronto, Ontario

- ◆ Designed and implemented a responsive dashboard using **Express**, **Backbone** and **PostgreSQL** that powered data visualizations for constructing advanced **analytics solutions**.
- ◆ Worked in a small team to build and enhance **hundreds** of microservices that enable bookkeepers to automate compilation of documents, earning over **\$140,000** in monthly revenue.
- ◆ Extensive use of **Nodejs**, **Javascript**, and asynchronous functional programming.

Jan - Apr  
2016

### DATA SCIENTIST

Capital One | Kitchener, Ontario

- ◆ Designed and developed a fraud detection extension for Capital One's online banking website with a **complete pipeline** that processes over **500Gb** of data/day.
- ◆ Implemented **data mining** and **machine learning** solutions to business problems such as fraud detection and targeted marketing; conducted outlier detection in **Python** using scikit-learn to identify and flag fraudulent transactions.
- ◆ Implemented dynamic data visualizations including a calendar view using Python, **MongoDB**, jQuery and d3.js.
- ◆ Worked closely with customers in a feedback loop to analyze customer sentiment and improve features.

May - Aug  
2015

### SENIOR SOFTWARE ENGINEER

Trustwave | Cambridge, Ontario

- ◆ Developed a cross-platform command line **Java** tool that fetches and parses raw data using pattern recognition, increasing automation speeds by a **factor of thousands**.
- ◆ Developed various tools for data analysis including a data feeder written in **Scala** with a Java architecture.

## PERSONAL PROJECTS

### ◆ MIMSY C# | Unity3D

An endless runner game with a twist made in Unity3D.

- ◆ Developed everything independently, including scripting, illustrations, animations, and game design.

### ◆ MONOPOLY MINI EDITION Java

Replica of the popular board game, Monopoly.

- ◆ Created a replica of the Monopoly board game on a virtual platform using OOP, inheritance, polymorphism and original graphics.

## SKILLS

- ◆ Demonstrated proficiency with **HTML**, **CSS**, and **Javascript** (including **jQuery**, **Node**, **Express** and **Backbone**)
- ◆ Practical experience with **Python**, **Java**, **C++**, **C#**, **Scala** and **Ruby**
- ◆ Proficient with database technologies (including **PostgreSQL**, **MySQL** and **MongoDB**)
- ◆ Demonstrated knowledge of big data, scikit-learn, data analysis and fundamental machine learning algorithms
- ◆ Showcased skill and high proficiency with Adobe Photoshop, Illustrator and Blender for design, modelling and illustrations
- ◆ Passionate and eager to learn more about machine learning and complex algorithms

## EDUCATION

### ◆ Candidate for Bachelor of Software Engineering

University of Waterloo | 2014-2019

## INTERESTS



I love art and I have always incorporated good design in everything that I do. I have been selling high quality, custom illustrations to customers for over 7 years.



Played pretty much every game in existence.



Avid violinist; played in many concerts as the first violinist.