

WENDY FU

SOFTWARE DEVELOPER / DATA SCIENTIST / ARTIST



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github.com/comloo



wendyfu.com

WORK HISTORY



DATA ENGINEER

Mozilla | Mountain View, California

- ◆ Developed an **open-sourced** utility package for **Apache Zeppelin** written in **Python 3** that allows users to **share reproducible analyses** and convert Zeppelin notebooks to readable Markdown. Integrated Zeppelin into data pipeline using **Django** and Javascript. (github.com/mozilla/python-zeppelin)
- ◆ Rewrote backend of a **public facing** Hardware Report in **Python** that shows hardware details of a sample of Firefox users weekly. Works with **live data streaming**. (hardware.metrics.mozilla.com)



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.



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.
- ◆ Implemented dynamic data visualizations including a calendar view using Python, **MongoDB**, jQuery and d3.js.



SOFTWARE ENGINEER

Trustwave | Cambridge, Ontario

- ◆ Developed various tools for data analysis including a data feeder written in **Scala** with a **Java** architecture, increasing automation speeds by a **factor of thousands**.

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.

SKILLS

- ◆ Demonstrated proficiency with **HTML**, **CSS**, and **Javascript** (including **jQuery**, **Node**, **Express** and **Backbone**)
- ◆ Practical experience with **Python**, **Java**, **C++**, **C#**, **Scala** and **Django**
- ◆ 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



Very passionate about art and have always tried best to incorporate good design in everything. Been selling high quality custom illustrations to customers for over 8 years.



Played pretty much every game in existence.



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