



Sofia Fong

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 sofong5.github.io


TECHNICAL SKILLS

- Python, C, C++, C#, Unity, Godot, Linux, HTML/CSS, SQL, MongoDB, Hive, JavaScript, Pytorch

EDUCATION

Bachelor of Computer Science, Artificial Intelligence Option

Cumulative GPA: 91.5


 University of Waterloo

 Expected graduation Apr. 2022

EXPERIENCE


Software Engineer Intern - Pytorch at Scale


 Facebook, Remote

 Jan. 2021 - Apr. 2021

- Redesigned and enhanced the benchmarking suite for the collective communications library Gloo used to train large ML models distributed across thousands of GPUs
- Created a simplified version of Facebook's Ads model using Pytorch to validate the efficiency of Gloo within a simulated environment

Software Developer - Networking and Game Design


 University of Waterloo, Waterloo

 Jun. 2020 - Aug. 2020

- Worked effectively as a part of a team of 6 programmers to architect and build a cross platform online megagame that can scale to thousands of users using C#, Godot, and .NET
- Designed and implemented front-end, back-end, and UI game features using C# and Godot

Software Engineer Intern - Merchant Payments


 Wish/ContextLogic, San Francisco

 Sep. 2019 - Dec. 2019

- Developed and implemented new schema, API endpoints, and front end components to display sales metrics for merchants using MongoDB, Hive, Airflow, Python, and React
- Created a dashboard displaying daily KPIs used to make key business decisions that impact thousands of merchants using Python, Hive, TreasureData, Prometheus, and Grafana
- Worked with a team of developers, project managers, and designers to maintain and enhance the front and back end of the merchant portal using the Phabricator ticketing system

Junior Developer

 Intellisoft Development Inc., Toronto

 Jan. 2019 - Apr. 2019

- Effectively translated client requirements into features on existing web application using Groovy on Grails, HTML, CSS, JavaScript, and SQL
- Built and analysed two prototype AI chatbots to increase efficiency in the college's admissions process using AWS, Microsoft Azure, Python, C#, and .NET

PROJECTS AND INTERESTS

The Submarine | Designed and developed a point and click escape room game using C# and Unity

UWEnergyHacks Hackathon | Conceptualized an app to encourage sustainable living using Figma

Cooking Club Executive | Worked with a team of 20 executives to coordinate events for students