Sofia Fong

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TECHNICAL SKILLS

- Python, C, C++, C#, Unity, Godot, Linux, HTML, CSS, Bootstrap, SQL, MongoDB, Hive, JavaScript, jQuery, React

EDUCATION

Candidate for Bachelor of Computer Science, Artificial Intelligence Option

Cumulative GPA: 90.78

📍 University of Waterloo   🎓 Expected graduation Apr. 2022

EXPERIENCE

Software Developer - Networking and Game Design

📍 University of Waterloo, Waterloo   📅 June 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

📍 Wish/ContextLogic, San Francisco   📅 Sept. 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

Coffee 'N Code Club | Created a web application using Ruby on Rails