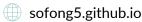
Sofia Fong



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647-983-0210



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

菌 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

₩ish/ContextLogic, San Francisco

Ē 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