





Sofia Fong

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SOFTWARE ENGINEER

Highly-killed and enthusiastic software engineering professional with experience in backend and fullstack projects. Industry expertise in telecommunications, social media, and gaming. Proven track-record of delivering effective solutions to address complex problems to enhance everyday life.

TECHNICAL SKILLS

Python, C, C++, C#, Unity, Kotlin, HTML/CSS, SQL, MongoDB, Hive, Pytorch, Javascript

EXPERIENCE

Meta, Seattle, WA

September 2022 - Present

Software Engineer - Bootcamper

Brex, Remote (VC-Backed, 1.21B Capital, 1150 Employees)

September 2021 - December 2021

Software Engineer Intern - Communications

Planned, built, and administered software focused on financial and card services.

- Designed and implemented a new service along with a new interface to send ad-hoc notifications to target users using Kotlin and Retool.
- Created new endpoints in existing API to provide the necessary functionality to support the new service using Elixir and Typescript.

Facebook, Remote

January 2021 - April 2021

Software Engineer Intern - Pytorch at Scale

Collaborated on a team of 100+ software engineers to build utility servers with custom application designed to streamline Facebook features.

- 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

University of Waterloo, Waterloo, ON

June 2020 - August 2020

Software Developer - Networking and Game Design

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

Wish/ContextLogic, San Francisco, CA (raised 1.1B)

September 2019 - December 2019

Software Engineer Intern - Merchant Payments

Worked with a team of developers, project managers, and designers to maintain and enhance the front and back end of the merchant portal

- 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



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EDUCATION AND PROFESSIONAL DEVELOPMENT

Bachelor of Computer Science (BCS) - University of Waterloo

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