

# Sofia Fong

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## TECHNICAL SKILLS

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

## EXPERIENCE

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**Meta, Seattle, WA**

**September 2022 - Present**

### Software Engineer - Bootcamper

- Worked on core engineering products and systems focused on giving people the power to build community and bring the world closer together.

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

**September 2021 - December 2021**

### Software Engineer Intern - Communications

- 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

- 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

- Designed and implemented front-end, back-end, and UI game features using C# and Godot
- 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

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

**September 2019 - December 2019**

### Software Engineer Intern - Merchant Payments

- 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

## EDUCATION

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**Bachelor of Computer Science, Honours Co-op**

**University of Waterloo**

## PROJECTS AND INTERESTS

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**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