

Sofia Fong



sofia.fong5@hotmail.com



206-446-3283



<https://www.linkedin.com/in/sofia-fong/>



[sofong5.github.io](https://github.com/sofong5)

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

- 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

Bachelor of Computer Science, Honours Co-op

University of Waterloo

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