Sofia Fong

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TECHNICAL SKILLS

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

EDUCATION

Bachelor of Computer Science, Artificial Intelligence Option
Cumulative GPA: 91.5
📍 University of Waterloo   🎓 Expected graduation Apr. 2022

EXPERIENCE

Software Engineer Intern - Communications
📍 Brex, Remote   📅 Sep. 2021 - Dec. 2021

- 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 functionally to support the new service using Elixir and Typescript.

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   📅 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
📍 Wish/ContextLogic, San Francisco   📅 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

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