




Sofia Fong

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 sofong5.github.io


TECHNICAL SKILLS

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


EXPERIENCE


Software Engineer - Bootcamper

 Meta, Seattle

 Sep. 2022 - Present

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 functionality 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

EDUCATION

Bachelor of Computer Science

 University of Waterloo

 Graduated Apr. 2022

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