

# David Fu

[dvd fu.me](http://dvd fu.me)

[github.com/dvdfu](https://github.com/dvdfu)

[lnkdin.me/p/dvdfu](https://lnkdin.me/p/dvdfu)

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## PROFESSIONAL EXPERIENCE

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### KIK INTERACTIVE | WEB DEVELOPER

Jan – May 2015

- Implemented client SockJS push notifications for Kik Points
- Designed user invite feature UI in Sketch 3
- Wrote server side Python API for user comments for Kik Points reports
- Added automated UI tests using Selenium, WebDriverIO, PhantomJS
- Added dashboard data visualizations for Kik smileys using D3.js

### i4i, INC. | QUALITY CONTROL ANALYST

May – Aug 2014

- Performed sanity and regression tests across many client environments
- Reported and confirmed defects with quick turnaround

## PROJECTS

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### MATCH 3 | KIK HACKATHON

Feb 2015

- Winner of the 2015 Kik Hackathon – developed webapp that allows Kik users to compete in finding matching patterns in a 3x3 grid
- Used Socket.IO and Node.js to create an online multiplayer server, authenticated users using the Kik API

### FILESPACE | HACK WESTERN

May 2015

- Used Galaxy UI and Dropbox/Google Drive APIs to design a webapp interface that aggregates file storages like Dropbox and Google Drive
- Created in 48 hours using Node.js and various web APIs

### SUN SLAYER | LUDUM DARE 32

Apr 2015

- Used open-source and personal Lua/LÖVE libraries to create a 2D action shooter game based on the theme 'unconventional weapon'
- Developed solo in 48 hours, placed 6<sup>th</sup> overall among 1353 entries

## OTHER

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### COMIC MARKET ARTIST | ANIME NORTH

May 2013 – 2015

### VOLUNTEER | TORONTO COMIC ARTS FESTIVAL

May 2014 – 2015

## LANGUAGES

Java  
JavaScript  
HTML, CSS  
Python  
C, C++  
Lua  
GLSL

## TOOLS, FRAMEWORKS

Node.js  
Socket.IO, SockJS  
jQuery  
Jekyll  
Heroku  
libGDX, Box2D  
Love2D  
Sketch 3

## INTERESTS

Indie game dev  
Digital illustration  
Piano, Guitar  
Composing music  
Hackathons  
Super Smash Bros.