# David Fu

dvdfu.net • github.com/dvdfu • linkedin.com/in/dvdfu • davidf1212@gmail.com

## Skills

**Languages**   JavaScript, C#, Java, C++, C, Lua, HTML, CSS, Python, Ruby

**Technologies**   Node.js, React, jQuery, SASS, Socket.IO, Love2D, libGDX, Rails

**Tools**   Git, GitHub, Bash, Atom, Unity3D, Sketch 3, Jira

## Experience

**Software Developer** • Uken Games                                        Fall 2015

Worked on C# adapter scripts to interface Unity with native mobile keyboards
Used C# and Unity to build GUI features for Kings of Pool's beta launch
Wrote and merged 130 Unity and Rails pull requests over 15 weeks
Used internal frameworks to locally record user activity for analytical purposes

**Web Developer** • Kik Interactive                                        Winter 2015

Implemented client push notifications for Kik Points using web sockets
Designed and implemented the user invite feature frontend for Kik Points
Automated UI unit testing using Selenium, WebDriver, and PhantomJS
Added dashboard data visualization for Kik smiley sale and usage popularity
Wrote Python server API handlers to process user reports

**Quality Control Analyst** • i4i                                         Spring 2014

Used internal tools to track bugs and perform smoke/regression tests

## Projects

**Personal Website**                                                      Jan 2016

Responsive, mobile-friendly static website built using Node, webpack and SASS
Data stored entirely in JSON and rendered using React components

**Acrodog** • Ludum Dare 34                                               Dec 2015

Created a cross-platform desktop game using Lua, placing 5$^{th}$ among 1232 entries
Received 1,300+ downloads along with notable media and YouTube coverage

**Cardboard Translate** • Hack the North                                  Sept 2015

Cardboard AR experience that translate text in real-time using Google Translate
Used Tesseract OCR to process images of foreign written text

**Keytar** • EngHack                                                      June 2015

Chrome extension that uses a physical guitar to type on a virtual keyboard
2$^{nd}$ place winner at EngHack, Spring 2015 term

**Match-3** • Kik Hackathon                                               Feb 2015

Developed an online game where players compete to quickly match patterns
Used Socket.IO for live game communication and Kik API for authentication
1$^{st}$ place winner at the 2015 Kik Hackathon

## Interests

Indie game dev, piano, guitar, digital illustration, hackathons