

DAVID FU

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PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPER | UKEN GAMES

Sept – Dec 2015

- Used C# and UGUI extensively to build features in Kings of Pool pre-beta launch
- Wrote and merged 130 Unity and Rails pull requests over 15 weeks
- Used internal frameworks to locally record user activity for analytic purposes

WEB DEVELOPER | KIK INTERACTIVE

Jan – Apr 2015

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

QUALITY CONTROL ANALYST | I4I, INC.

May – Aug 2014

- Performed smoke and regression tests across many client environments

PROJECTS

ACRODOG | LUDUM DARE 34

Dec 2015

- Created a desktop game in 2 days using Lua that placed 5th among 1232 entries
- Received 1,000+ 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
- 2nd 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 real-time game communication and Kik API for user authentication

LANGUAGES

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

FRAMEWORKS

Node.js
React
Socket.IO
Rails
jQuery
Love2D
libGDX, Box2D

INTERESTS

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