

# Stephanie Fok

3B Computer Science | University of Waterloo

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## Skills Summary

- Critical and analytical thinker with excellent attention to detail
- Extremely efficient self learner with a passion for new technologies
- Driven and focused when working independently and in groups

## Education

### UNIVERSITY OF WATERLOO

Sept 2016 - Present

#### BACHELORS OF COMPUTER SCIENCE, COMPUTATIONAL FINE ARTS OPTION

- Developed knowledge on computer architecture, concurrency, compilers, and operating systems
- Obtained in-depth understanding of various design patterns for object-oriented programming (MVC, Observer, Decorator, etc.)

## Experience

### UKEN GAMES, TORONTO, ON

Jan - Apr 2019

#### SOFTWARE DEVELOPER

- Developed new features for the Jeopardy! World Tour mobile game using Unity and C#
- Increased 7-day user retention and daily revenue by implementing major features such as daily calendar and club member in-app purchases
- Reduced in-game memory by collaborating with artists to redesign user interface and minimize asset usage
- Fixed critical bugs and refactored code in existing features

### JAM3, TORONTO, ON

May - Aug 2018

#### CREATIVE DEVELOPER

- Developed AR-Narrative game for iOS platforms using Unity3D, C#, and Vuforia - responsible for animations, motion captures, and UI
- Integrated Google Analytics to enable user data collection and provide visibility for multiple clients
- Reduced game load times by 5x through asset loading optimization

### WATONOMOUS, WATERLOO, ON

Jan - Apr 2018

#### SIMULATIONS TEAM CORE MEMBER

- Core member of student-run autonomous vehicle team that competed in the 2018 SAE/GM AutoDrive Challenge
- Created realistic simulations of roads with all required objects using Unreal Engine 4 and C++

### MULTI-HEALTH SYSTEMS, TORONTO, ON

May - Aug 2017

#### SOFTWARE DEVELOPER

- Developed and designed front-end of the API Developer Portal web app, including interactive documentation pages and testing consoles
- Increased workplace productivity by creating multi-platform AI chatbot - built using Microsoft Bot Framework, and Node.js

## Language Experience

C#  
C++  
C  
Bash  
HTML/CSS  
JavaScript  
Node.js

## Software / Tools

Unity  
Unreal Engine 4  
Visual Studio  
Vuforia  
AR Studio  
DialogFlow  
Linux  
Git

## Projects

### EIGHTY-EIGHT

- Drag-and-drop mobile game created using Unity and C#
- Gameplay consists of filling 8x8 board with blocks to clear lines
- Fully designed and developed the game within a week
- Users can customize their gameplay visuals

### QUADRIS

- Command-line version of Tetris; created in C++
- Designed architecture using object-oriented principles
- Developed game and created detailed documentation

### ASPIRE

- Designed and developed 2D-platformer game created using GameMaker and C#
- Gameplay includes cannon/archery shooting and click-and-drop jigsaw puzzle