Vancouver, Canada
https://jimmyfu.github.io

JIMMY FU

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EMPLOYMENT

Software Development Engineer II   **Amazon (Prime)**   **Nov 2018 - Present**
- Reduced fanout to backend services through prefetching and caching
- Setup new web stack and infrastructure to be used for Prime retail pages
- Created webpages and services for Prime members to claim points and extend their trial

Software Development Engineer II   **Amazon (Audible)**   **Apr 2018 – Oct 2018**
- Decreased overall web latency by 20% through function caching, batching service calls
- Led team in deprecation of existing web framework and migration to next generation web framework
- Extended web framework to include full page metrics (i.e. latency, # requests, etc.) on all pages built on it
- Setup load balancers, reverse proxies, and preproduction environments for Audible websites
- Identified bottlenecks and failures in web framework through chaos engineering

Software Development Engineer   **Amazon (Audible)**   **Aug 2016 – Mar 2018**
- Created a debugging tool for web teams to debug any live content on all Audible websites
- Onboarded microservice clients to the web framework so web teams can make internal service calls
- Setup page metrics, monitors and alarms for Audible websites to maintain operational excellence
- Added analytics framework to the web framework for clickstream analytics and impression tracking

Software Development Engineer Intern   **Amazon (Audible)**   **Sep 2015 – Dec 2015**
- Created the trial page experience with page analytics on www.audible.com that is visited by millions
- Extended the web framework with page templates that web teams use as layouts for their pages
- Setup automation framework which is used by all web teams to test their retail pages (i.e. homepage, etc.)

EDUCATION

Waterloo, ON   **University of Waterloo**   **Sep 2011 - June 2016**
- Honours Bachelor of Applied Science (BASc) in Computer Engineering

TECHNICAL EXPERIENCE

Projects
- **Sidescroller** – An obstacle game where the objective is to reach the end of the map. It is built on Unity using RigidBody2D for physics and BoxCollider to detect collisions. Unity, C#
- **WATJob** – An iOS job finding application for Waterloo alumni which provides job postings and relevant information about them such as reviews, salary, interview information, etc. iOS, Swift
- **ShopSmart** – An Android application that can be used to scan items while shopping and create an electronic shopping list. Users can read reviews, create reviews, and find products within the store using the interactive map. Users can use the shopping list at the checkout station to pay. Android, MySQL
- **Social Network** – A website where members can add each other as friends and post. MySQL, Java, JSP

Languages and Technologies
- Java; SQL; JavaScript; HTML; CSS
- AWS; Spring; IntelliJ; Eclipse; XCode; Android Studio; Vim, Git, Perforce