Peter D'Pong
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Education

University of Toronto, 4th Year Computer Engineering   2019 – Present
Bachelor of Applied Science: CGPA 3.89
Expected Graduation: May 2023
TA: ECE297: Software Design and Communication – Winter 2022

Work Experience

Figma, Software Engineering Intern (FigJam) - San Francisco, CA   May 2022 – Aug. 2022
C++, TypeScript, React
- Worked on the FigJam team developing features enriching the online whiteboard experience.
- Designed and implemented a custom markdown keyword parser to detect and apply markdown styling.
- Improved Quick Create in FigJam by introducing object avoidance and a placement algorithm reducing the overlapping placement and manual work when creating diagrams.
- Collaborated in a cross-functional team to formulate design/product requirements and worked with engineering team to plan workstream timelines.

Prodigy Education, Game Developer Intern (Game Tools) - Toronto, ON   May 2021 – Aug. 2021
TypeScript, Electron, React, Redux
- Designed a prefab dependency graph helping developers visualize the relationships between prefabs and determine impacts of changes to prefabs.
- Developed a system to correctly parse and resolve game object's signals/events when instantiated from templates reducing the need for manual resolving.
- Created signal visualization tool mapping out all signal connections between Game Objects and Components in a prefab.
- Implemented multi-filtering system for game objects reducing time to find specific objects based on name, components, and object references.

Usha, Freelance Android Flutter Developer - Remote   Nov. 2020 – Jun. 2021
Flutter, Dart, Firebase
- Implemented app design and functionality from the ground up according to Figma designs and product specifications.
- Developed backend communication and user authentication with Firebase adhering to BLoC design principles.
- Interfaced with Google and Facebook APIs to integrate Google Maps and Facebook Login in the app.
- Built various scalable and reusable app components to increase future implementation efficiency.

Skills

Languages: C++, C, JavaScript, TypeScript, Kotlin, Dart
Frameworks: React, Redux, Electron, Android, Flutter, Firebase, GTK, Node.js, Express.js

Projects

Mapgineer – C++, GTK   Jan. 2021 – Apr. 2021
- Implemented a greedy algorithm with simulated annealing to solve a map-based Travelling Salesman problem with added constraints resulting in solutions ranked 6th in the class.
- Created custom Trie data structure used to improve prefix name searching times by 81%.
- Designed and built user interface including Info Card system and Route Directions generation.
- Developed rendering of geographical features, buildings, and points of interests on map.

BulletTime (Hack the North Hackathon) – C++   Jan. 2021
- Built game for the Ubisoft NEST API Challenge on the HackerNest Engine in 36 Hours
- Implemented a replay system by sampling player movements and reconstruction using linear interpolation
- Utilized entity component system to create GUI entities for game menus
- Developed game state system, random map generation, and reusable wall entities