

Dominic Fung

Software Engineering | University of Waterloo



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SKILLS

- ◆ Python ◆ JS ◆ MongoDB
- ◆ Java ◆ SQL ◆ Git
- ◆ C++ ◆ HTML ◆ Unity3D
- ◆ C# ◆ CSS

EDUCATION

University of Waterloo
Software Engineering
Expected graduation: 2020
GPA: 3.7

COURSES

- ◆ Data Structures & Algorithms
- ◆ Operating Systems
- ◆ Object-Oriented Programming
- ◆ Testing & Quality Assurance

EXPERIENCE

Full Stack Software Engineering Intern—Wish—San Francisco, CA, US May—August 2018

- ◆ Built merchant fraud penalty feature, working with fraud team to create \$1,000,000s in fines (**Hive, Python**)
- ◆ Designed, iterated upon, and released dispute process for specific fines (**JavaScript, Python, Mongo**)
- ◆ Explored and pursued ways to systematically detect merchant fraud based on cross-team meetings (**Python**)
- ◆ Collected shipping data from 1,000,000s of orders to determine a per-country delivery deadline, optimizing the query with knowledge of time-based partitioning (**Hive**)

Full Stack Software Engineering Intern—Wish—San Francisco, CA, US Sept—Dec 2017

- ◆ Developed front-end analytics tracking to log 10,000 events per day to a Hadoop database (**JavaScript, Python, Hive**)
- ◆ Created flows to extract, then process 1,000,000s of merchant metrics, optimizing using runtime analysis (**Python, Hive, Mongo**)
- ◆ Integrated alerting and monitoring in data pipelines for policies affecting 100,000s of users (**Python**)

Android Software Developer Intern—RAVE Media—Kitchener, ON, CA Sept—Dec 2016

- ◆ Upgraded Chromecast sender app from v2 to v3 (**Java**)
- ◆ Updated receiver app for Chromecast to be compatible with v3 (**HTML, JavaScript**)

Web Application Developer Intern—Paralucent—Toronto, ON, CA Jan—Apr 2016

- ◆ Implemented a web API for content management with a front-end wrapper (**C#, JavaScript**)
- ◆ Developed front-end code for a responsive single page application (**Bootstrap, JavaScript**)

PROJECTS

PacmanVR

- ◆ VR game similar to PAC-MAN for Google Cardboard (**Unity, C#**)
- ◆ Created AI **pathfinding** implementing **Dijkstra's Algorithm** using a **custom priority queue**
- ◆ Designed and implemented user interface according to VR guidelines

Mini C++ Compiler

- ◆ Created scanner, lexer, parser, code generator, and assembler for a subset of the C++ vocabulary (**Scala**)