# Dominic Fung

Software Engineering | University of Waterloo

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## SKILLS

- Scala
- JS
- Spark SQL
- Python
- SQL
- MongoDB
- Java
- HTML
- Git
- C++
- CSS

## EDUCATION

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

## COURSES

- Distributed Systems & Computing
- Operating Systems
- Concurrent Programming
- Database Management

## EXPERIENCE

**Software Engineering Intern**—LinkedIn—Sunnyvale, CA, US
Scala, Spark, Gradle, Hadoop DSL
January—April 2019

- Migrated ad targeting data validation ETL pipeline for 600,000,000 members to Spark SQL to decrease processing time from 2 hours to 1 hour and allow unit testing
- Introduced attribute replacement for ad targeting data validation to maintain ad campaign effectiveness

**Full Stack Software Engineering Intern**—Wish—San Francisco, CA, US
Python, MongoDB, Hive, JavaScript
May—August 2018

- Built merchant fraud penalty feature, working with fraud team to create $1,000,000s in fines
- Designed, iterated upon, and released dispute process for specific fines
- Automated detection for some merchant fraud based on transaction and shipping data

**Full Stack Software Engineering Intern**—Wish—San Francisco, CA, US
Python, MongoDB, Hive, JavaScript
Sept—Dec 2017

- Developed front-end analytics tracking to log over 10,000 events per day to a Hadoop database
- Created flows to extract, then process millions of merchant metrics, optimizing using runtime analysis
- Integrated alerting and monitoring in data pipelines for policies affecting 100,000s of users

**Android Software Developer Intern—**RAVE Media—Kitchener, ON, CA
Java, JavaScript, HTML
Sept—Dec 2016

- Refactored Chromecast sender app to upgrade from v2 to v3
- Updated receiver app for Chromecast to be compatible with v3

**Web Application Developer Intern—**Paralucent—Toronto, ON, CA
JavaScript, C#, Bootstrap
Jan—Apr 2016

- Implemented a web API with a front-end wrapper for content management
- Created a responsive front-end prototype for a stock planning single page application

## PROJECTS

**PacmanVR** (Unity, C#)

- VR game similar to PAC-MAN for Google Cardboard
- Created AI **pathfinding** implementing **Dijkstra's Algorithm** with a **priority queue**