Dominic Fung

Software Engineering | University of Waterloo

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LANGUAGES

- Java
- Python
- C++
- JS
- C#
- SASS
- SQL
- Mongo
- XML

TECHNOLOGIES

Environment: Android
Engine: Unity3D
Tools: Git

EDUCATION

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

EXPERIENCE

Full Stack Software Engineer—ContextLogic Inc—San Francisco, CA, US Sept—Dec 2017

- Developed front-end analytics tracking with **JavaScript** events calling a **Python** handler to log 10,000 entries per day to TreasureData **SQL** database
- Created flows in Python using knowledge of space and time complexity to process 1,000,000s of **Mongo** documents and determine if they should be included in aggregate calculations
- Integrated alerting and Prometheus monitoring in Python ETL pipes for policies affecting 100,000s of users impacting $1,000,000s each month
- Worked with QA and design teams to launch new UI showing transaction information affecting all users

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

- Upgraded Chromecast sender app with **Java** from v2 to v3
- Updated receiver app for Chromecast with **HTML5** and JavaScript to be compatible with v3
- Coordinated with design team to enhance app UI according to Google's **material design** standards

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

- Implemented a web API for content management using **C# .NET MVC** with a JavaScript wrapper
- Developed front-end code for a responsive single page application using **Bootstrap** and JavaScript libraries
- Created an authentication process for a content management application using C# .NET MVC
- Set up a remote server running **Debian**, **Apache**, and **MySQL** to host staging sites for testing

PROJECTS

PacmanVR, Personal

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

Teddy Laserhands, HackDartmouth 3

- Prototype for a VR game where the user's hand is the controller built in Unity using C#
- Connected the **Oculus Rift** to a **Leap Motion** hand tracker with Orion Beta

Mini C++ Compiler, Learning Experience

- Created scanner, lexer, parser, code generator, and assembler for a subset of C++ implemented with **Scala**