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FRAMEWORKS

- ♦ Android
- ♦ .NET MVC 4
- ♦ Knockout.js
- ♦ Drupal
- ♦ Bootstrap
- ♦ LAMP Stack

LANGUAGES

- ♦ Java
- ♦ JavaScript
- ♦ PHP
- ♦ SQL
- ♦ C++
- ♦ Scala
- ♦ C#
- ♦ XML
- ♦ HTML
- ♦ CSS
- ♦ Bash

TECHNOLOGIES

Engine: Unity3D

IDE: Android Studio, Visual Studio

Tools: Git (GitHub, BitBucket), MySQL, Apache Web Server, SQL Server

OS: Linux, Windows

EXPERIENCE

Software Developer - Android, RAVE Media, Kitchener, ON

Sept 2016–Dec 2016

- ♦ Upgraded Chromecast sender app with Java and receiver app with HTML5 and JavaScript from v2 to v3
- ♦ Implemented UI improvements to bring the company's app to Google's material design standards, meeting with the design team for specifications
- ♦ Refactored and documented Java and XML files to follow Android best practices

Web Application Developer Rockstar, Paralucent, Toronto, ON

Jan 2016–Apr 2016

- ♦ Implemented a web API for content management using C# in the .NET MVC framework with a JavaScript wrapper
- ♦ Developed front-end code for a responsive single page application using Bootstrap and JavaScript libraries like jQuery, Knockout.js, and DataTables
- ♦ Created an authentication process for a content management application using C# with .NET MVC
- ♦ Managed live Drupal websites by scripting PHP and through the user interface
- ♦ Set up a remote server running Debian, Apache, and MySQL to host staging sites for testing

PROJECTS

Mini C++ Compiler, Course Project

2017

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

PacmanVR, Personal

2016

- ♦ VR game similar to PAC-MAN for Google Cardboard built in Unity using C#
- ♦ Created a custom priority queue class using a minimum heap binary tree
- ♦ Used Dijkstra's Algorithm to implement pathfinding with enemy avoidance
- ♦ Designed and implemented interacting gameplay systems including UI
- ♦ Created 3D map and item models using Blender

Teddy Laserhands, HackDartmouth 3

2016

- ♦ 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

DroneSafe, Nasa's Space Apps Challenge

2016

- ♦ Mobile app to warn users of undesirable drone flying areas and conditions built in Android Studio