

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

- ◆ Data Structures & Algorithms
- ◆ Operating Systems
- ◆ Concurrent Programming
- ◆ Database Management

EXPERIENCE

Software Engineering Intern—LinkedIn—Sunnyvale, CA, US

January—April 2019

Scala, Spark, Gradle, Hadoop DSL

- ◆ 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

May—August 2018

Python, MongoDB, Hive, JavaScript

- ◆ 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

Sept—Dec 2017

Python, MongoDB, Hive, JavaScript

- ◆ 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

Sept—Dec 2016

Java, JavaScript, HTML

- ◆ 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

Jan—Apr 2016

JavaScript, C#, Bootstrap

- ◆ 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**