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FRAMEWORKS

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

LANGUAGES

- ♦ Java
- ♦ C++
- ♦ Scala
- ♦ JavaScript
- ♦ PHP
- ♦ SQL
- ♦ 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** from v2 to v3
- ♦ Upgraded Chromecast receiver app with **HTML5** and **JavaScript** to be compatible with v3
- ♦ Coordinated with design team to enhance app UI according to Google's **material design** standards
- ♦ 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# .NET MVC** 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

PacmanVR, Personal

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

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

DroneSafe, Nasa's Space Apps Challenge

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