Dominic Fung

Computer Engineering | University of Waterloo



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

LANGUAGES

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

TECHNOLOGIES

IDE: Android Studio, Unity, Visual Studio

Version Control: Git (GitHub,

BitBucket)

OS: Linux, Windows

Tools: SQL Server

EXPERIENCE

Software Developer - Android, Rave, 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
- Refactored Java and XML files to follow Android best practices
- Regularly collaborated on team projects using a feature branch workflow

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 iQuery, 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—VR game similar to PAC-MAN for Google Cardboard		
Teddy Laserhands —Prototype for a game using the Oculus Rift connected to a Leap Motion hand tracker at HackDartmouth 3		
DroneSafe —Built an app to warn users of undesirable drone flying areas and conditions for Nasa's Space Apps Challenge 2016 using OpenWeatherMap and Google Maps APIs		
Weather and Movies—Developed an Android weather app and a popular movies app for Google's Android development course on Udacity		
Personal Website—Angular.js application using HTML5, CSS3, and Bootstrap		