Dominic Fung

Software Engineering | University of Waterloo

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SKILLS

- Python
- JS
- MongoDB
- Java
- SQL
- Git
- C++
- HTML
- Unity3D
- 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

Full Stack Software Engineering Intern—Wish—San Francisco, CA, US   May—August 2018

- Built merchant fraud penalty feature, working with fraud team to create $1,000,000s in fines **(Hive, Python)**
- Designed, iterated upon, and released dispute process for specific fines **(JavaScript, Python, Mongo)**
- Automated detection for some merchant fraud based on transaction and shipping data **(Python, Hive, Mongo)**
- Collected shipping data from millions of orders to determine a per-country delivery deadline, optimizing the query with knowledge of time-based partitioning **(Hive)**

Full Stack Software Engineering Intern—Wish—San Francisco, CA, US   Sept—Dec 2017

- Developed front-end analytics tracking to log over 10,000 events per day to a Hadoop database **(JavaScript, Python, Hive)**
- Created flows to extract, then process millions of merchant metrics, optimizing using runtime analysis **(Python, Hive, Mongo)**
- Integrated alerting and monitoring in data pipelines for policies affecting 100,000s of users **(Python)**

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

- Refactored Chromecast sender app to upgrade from v2 to v3 **(Java)**
- Updated receiver app for Chromecast to be compatible with v3 **(HTML, JavaScript)**

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

- Implemented a web API for content management with a front-end wrapper **(C#, JavaScript)**
- Created responsive front-end prototype for a stock planning single page application **(Bootstrap, JavaScript)**

PROJECTS

PacmanVR

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

Mini C++ Compiler

- Created scanner, lexer, parser, code generator, and assembler for a subset of the C++ vocabulary **(Scala)**