

# Dominic Fung

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## FRAMEWORKS

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

## LANGUAGES

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

## TECHNOLOGIES

**IDE:** Android Studio, Unity, Visual Studio

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

**OS:** Linux, Windows

## 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, meeting with the design team for specifications
- ♦ Refactored and documented Java and XML files to follow Android best practices
- ♦ Solved UI and app logic bugs to promote a polished experience

**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

**PacmanVR**, Personal

2016

- ♦ VR game similar to PAC-MAN for Google Cardboard built in Unity using C#
- ♦ Designed and implemented gameplay and interacting 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

- ♦ Built an app to warn users of undesirable drone flying areas and conditions built in Android Studio
- ♦ Incorporated OpenWeatherMap and Google Maps APIs

**mrdoфу.github.io**, Personal

2015

- ♦ Angular.js application to showcase projects using HTML5, CSS3, and Bootstrap