Max Fung

Full stack software engineer based in Los Angeles, California, USA
focused on crafting intuitive, customer facing products for web and mobile

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Relevant Experience

Software Development Engineer · Flexe   Feb 2022 — Nov 2023

- Delivered high-quality, robust production code for Flexe's proprietary warehouse management system serving a diverse array of large enterprise clients including Target, Walmart, Lowe's, Home Depot, Daiso, and more
- Led the design and deployment of reusable mobile front end components that significantly streamlined workflows and could be seamlessly integrated across multiple applications, utilized by several product teams
- Architected and deployed a refactored Android application to separate out legacy code, optimizing for resource management, code scalability, and test coverage, resulting in the expedited deployment of several customer-facing projects
- Contributed to the decomposition of a monolithic Ruby on Rails application to a modern Kotlin microservices architecture, improving system scalability and performance
- Designed, developed, and shipped a scanner lookup feature with back-end APIs and improved user interfaces to increase visibility to warehouse tasks, reducing user input errors by 70%
- Built scalable fulfillment solutions that provided numerous improvements to freight and parcel shipping, including a dynamic, mixed input scanning system that accepts several different inventory types, aligning software architecture with business goals
- Lead and facilitate company-wide accessibility initiatives such as technical documentation of developer onboarding and mobile best practices

Technologist & Project Manager · Boeing   Nov 2020 — Feb 2022

- Developed, maintained, and shipped internal production tracking software using Python and Excel, providing project managers with comprehensive data for materials, orders, and production activities, increasing the department's visibility to track materials and products through the entire supply chain, creating meaningful efficiency statistics to improve processes, and reducing overhead costs by around $5,000, per project, per week
- Collaborated with a team of 12 engineers to successfully deliver a critical design review for communications satellite hardware, surpassing design requirements, on schedule
- Set and met 86% of goal deadlines, allocated budget, and worked across electronics, quality, and executive teams to ensure teams were properly resourced
- Communicated progress and roadblocks to stakeholders, including executive management, and made recommendations to remove roadblocks leading to on-time and on-budget delivery of satellite electronics products for three separate government programs

Software Engineer Intern · Aerojet Rocketdyne   July 2019 — Aug 2019
Software Engineer Intern   July 2018 — Aug 2018

- Independently architected an internal desktop application for pressure transducer and load cell calibration tests using Python and PyQt5
- Collaborated with metrology engineers, lab technicians, and other domain experts to migrate legacy calibration test code written in BASIC from a dying HP85 computer
- Performed quality assurance reviews on technical documentation for the manufacturing of advanced rocket engines

Skills

Programming Languages
Python, Kotlin, JavaScript, TypeScript, Ruby

Libraries & Frameworks
React, Next.js, Android, Ruby on Rails, Flask, Ktor, Framer Motion, HTML, CSS

Tools & Platforms
Git, GitHub, GitLab, Vercel, Heroku, Docker, Webpack, Google Cloud Platform, Firebase, Grafana, Figma

Professional
Critical thinking, communication, problem solving, leadership, adaptability, creativity, attention to detail

Selected Projects

Drumhaus
Drumhaus is a browser controlled rhythmic groove machine built with Tone.js and Next.js. Explore web based drum sampling with limitless creativity, and share it all with your friends.

maxfung.net
Personal website built with Next.js

Education

Loyola Marymount University
Bachelor of Science in Mechanical Engineering, Concentration in Aerospace Engineering

Interests

Music production, surfing, snowboarding, film photography, graphic design, biology, history, vintage fashion