

STEPHEN FUNG

| SOFTWARE ENGINEER

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A versatile Software Engineer with 2+ years of experience in developing robust software solutions. Leveraging extensive programming and software development skills to successfully complete key corporate projects.

CORE SKILLS

- Java, Python, Swift, Flutter, Angular
- CSS, HTML, Jira, Linux, Git
- Mobile and Web Apps

SOFT SKILLS

- Team Collaboration and Management
- Time Management and Task Prioritization
- Interdepartmental Communication

HIGHLIGHTS

Recipient	Apple WWDC 2020 Scholarship for original Swift Playground submission.
Developer	Track It mobile app and achieved 40K downloads in the first year.

PROFESSIONAL EXPERIENCE

Software Engineer | M&T Bank Inc, Buffalo, NY **August 2020 – Present**

- Developed interactive web applications for new account openings using Angular, Jira, REST, and TypeScript.
- Draft technical documentation for software development and present software to prospective clients.
- Collaborate in a team of five developers to effectively debug and test code prior to launch.
- Test sites in various browsers and devices to ensure cross-browser compatibility and responsiveness.

Mobile Application Developer Intern | Viacomcbs Inc, New York, NY **June 2019 – August 2019**

- Collaborated in a team of 2 interns to develop an application for testing the capabilities of video playback, analytics, and app size to comprehend client requirements.
- Reduced application size by 10% by reviewing unused packages, files, and assets of application releases.
- Tested Flutter's viability by developing a mobile app integrating analytics and custom video player.
- Updated the monorepo's user interface to fit iPhone X sized devices for a full-screen experience.
- Created presentations to explain app concepts to management and conducted code review sessions.

KEY PROJECTS

Speedometer Tracker ([Link](#)) **2021**

- Purpose: Calculate and measure speed the device is traveling at.
- Tools used: MapKit, MessageUI, Realm, Sketch, StoreKit, and SwiftUI.
- Tracked user interaction throughout application usage to increase ad revenue.

Track It: Locate Lost Devices app ([Link](#)) **2020**

- Purpose: Track Bluetooth devices based on the signal strength.
- Tools used: CoreBluetooth, MessageUI, Realm, Sketch, StoreKit, and SwiftUI.
- Achieved over 600K combined views and achieved 40K downloads in the first year.

FairRide iOS/Android app | Personal Project **2019**

- Purpose: Ridesharing comparison app designed to increase user savings.
- Tools Used: Apple Maps API, Google Maps/Places API, Java, and Swift aggregated data.
- Developed algorithm to assess optimal ride data and merged applications with deep links; managed a price map to obtain and display information with 100% uptime.

EDUCATION

Bachelor of Science – Computer Science | University at Buffalo, Buffalo **Graduated – 2020**

- GPA: 3.71 | Awards/Honors: Dean's List for Fall 2017, Spring 2018, Fall 2018, and Spring 2019