STEPHEN FUNG

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EDUCATION

University at Buffalo, New York, NY   May 2020

Bachelor of Science in Computer Science | GPA: 3.72

Dean's List: Fall 2017, Spring 2018, Fall 2018, Spring 2019

EXPERIENCE

Viacom, Application Developer Intern, New York, NY   Summer 2019
- Investigated unused packages, files, and assets of upcoming application releases resulting in a 10% decrease in application size
- Tracked a bug that caused Paramount Plus to crash and worked with colleagues to prevent it in current and future releases
- Delivered a multi-platform mobile application with integration of analytics and custom video player to test the viability of Flutter

UB Inc., Product Manager Teacher Assistant, Buffalo York, NY   Fall 2019
- Convinced software engineers to work on features that demonstrate the feasibility of the project to create a successful product
- Worked with professors to grade students and provided suggestions to improve the software engineering course in the future
- Assisted software engineers with the priority of tasks on the scrum board and enforced deadlines to keep the project moving

UB Inc., System Software Engineer, Buffalo, NY   Sept 2018 - May 2019
- Designed a scaled prototype to reduce the need for employees to fulfil online orders in stores by using robotic arms with cameras
- Created automation equipment with 99% accuracy of picking and transporting various sized items from the shelf to conveyor belt
- Managed error detection with custom software creating error logs with various leveled priority based on the error code provided

PROJECTS

OpenSpot iOS, (Firebase, Google Maps, Google Places, Stripe, UIKit)   Fall 2019

Worked on the iOS team to develop an application to connect driveway owners with people looking to park their cars
- Reduced the number of database reads required for an accurate map of available driveways by updating the map based on changes
- Developed an iOS application that allows home owners to rent out their unused driveway for hours/months at a time
- Communicated with the Android team to create an application that supports multiple operating systems for a seamless experience

FairRide iOS/ Android, (Google Maps/Places API, Java, Lyft API, MapKit, Swift, Uber API)   Spring 2019

Compares Uber and Lyft prices, time of arrival, and surcharge to allow users to make a more informed choice
- Aggregated data from ride sharing APIs to allow users to save money and time by displaying all available ride sharing options
- Expedited the process of requesting optimal rides by merging multiple applications with deep links and prefilled destinations
- Managed a price map to continuously obtain and display accurate prices, arrival times, and surcharges with 100% up time

Package Tracker iOS, (MapKit, Realm, Swift, UIKit, WebKit)   Fall 2018

This application allows users to track their packages from multiple carriers on one application
- Simplified the process of tracking packages from different carriers with automatic detection of shipping carrier to display history
- Incorporated a local database to store past queries of package's history, status, and delivery date resulting in faster load times
- Strengthened tracking history from the shipping carrier's site with a custom map allowing users to visualize the package's location

TECHNICAL SKILLS

Coding Language:	C++, Flutter, Java, Python, Swift, SwiftUI
Other Tools:	CSS, Git, HTML, Jira, Linux, Microsoft Office