

# WILLIAM FONG

Software Engineer, Mobile/iOS/Web

[fong.hoy@gmail.com](mailto:fong.hoy@gmail.com)  
+1.415.632.9662  
[LinkedIn](#)  
[GitHub](#)

## Profile

Senior Generalist Software Engineer for 10 years.  
Extensive experience in mobile game and app, specializing in iOS.  
Experience in Full Stack web development.

## Skills

### System Design

Turn features specs into clean and maintainable modules and objects and ensuring correctness and robustness in all cases.

### Eager Learner

Desire to learn and try working on different systems and new technologies. I believe well rounded knowledge will give better context to any task.

### Interface Implementation

Adeptly convert mockups and wireframes into slick user experiences drawing upon knowledge of mobile and web technologies.

## Experience

### Kanjoya (now Ultimate Software) Software Engineer

San Francisco, 2013 – 2016

Full stack developer on [Perception](#), a live SaaS for surveying and reporting employee satisfaction. Used Python, MySQL, Angular.js, Javascript, HTML, CSS, JSON

Technical manager and lead developer on [MeToo](#) for iOS, a social networking app for the [Experience Project](#) social network. Used Objective C, AFNetworking, AWS SNS, XCode.

Developed and launched the MeToo Android app from scratch to feature parity in 6 months with a small team. Used Java, Android Studio.

Full stack developer on [Experience Project](#) using PHP, SQL, JavaScript, HTML, CSS, JSON, Haml, Less, and Twig

### Booyah Inc. Mobile Game Engineer

San Francisco, 2011 – 2013

Mobile game client development, working with designers, producers, and artists to implement new gameplay features. Used Objective C, UIKit, Cocos2D, and scripting.

Gameplay engineer on former number 1 town building simulator [MyTown2 Getaways \(2011\)](#). Implemented a slot machine/gacha feature to improve revenue and retention.

User interface engineer on puzzle game [Early Bird and Friends \(2013\)](#).

### IUGO Mobile Entertainment Software Engineer

Vancouver, 2006–2011

Developed an isometric engine (C++) and isometric level editor (C#) for the first generation iPhone, which the studio used to ship multiple titles up to 2013 and beyond.

Lead developer and architect on Animal Academy (2011), Daisy Mae's Alien Buffet (2010)[iOS C++], and Boom Blox Mobile (2008)[Java]

Gameplay developer on Lil' Pirates (2010), Zombie Attack! Second Wave XL (2009), Cliffed (2009), Star Hogs (2009), Toy Bot Diaries (2008)[iOS], and Tiger Woods 2007 Mobile (2006)[Qualcomm Brew C++]

## Experience Other

### Year off travelling

Asia–Oceania, 20016–2017

Adapt to unanticipated situations and improvise new plans due to periodic travel mishaps and unexpected events

Cultivated language and communication skills using verbal and non-verbal techniques communication to overcome communication and language barriers

Developed budgeting, scheduling, and logistics planning skills via spreadsheets and calendar

## Education

### University of British Columbia Bachelor of Science, Major in Computer Science, 2005

Vancouver, 2001–2005

Average 82.5% A–

Achieved Dean's Honour List 2004, 2003