

David Fu

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Skills **Languages** JavaScript, ES6, Java, C#, C++, Lua, Python, SQL

Technologies React, React Native, TypeScript, Spring, PixiJS, Love2D, libGDX, Cloud Datastore, SASS, Flux architecture

Tools Git, Mercurial, Android Studio, Atom, Unity

Education **University of Waterloo** Software Engineering Winter 2018

Experience **Facebook** Software Developer, Menlo Park Fall 2017

Developed front-end 3D visualization tools using React and ThreeJS wrappers
Improved debugging tool used to monitor the view/store data flow in Flux architecture
Designed graph organizer library to find hierarchy and render it using force direction physics

Snapchat Android Developer, Venice Winter 2017

Designed RESTful Java servlet for managing holiday snaps sent to millions of users
Designed backend architecture for managing config data in Google Cloud Datastore
Added Android client functionality to process, send, and receive media uploads
Fix video and audio playback issues with various media types

Yahoo! Web Developer, Sunnyvale Spring 2016

Built real-time, socket-based chat assistance tools using CoffeeScript and React
Extended backend chat API to handle group messaging
Prototyped, designed, and tested conversational bots for Messenger and Kik

Uken Games Game Developer, Toronto Fall 2015

Used UGUI to build UI components for Kings of Pool's Android beta release
Wrote C# adapters to interface Unity with native mobile keyboards
Merged over 130 Unity and Rails features and bug fixes within 15 weeks

Kik Web Developer, Waterloo Winter 2015

Implemented client push notifications for Kik Points using web sockets
Automated UI testing using Selenium, PhantomJS, WebDriver
Designed and implemented user invite feature for Kik Points
Wrote RESTful Python API to process user reports

Interests Game development, piano, guitar, digital illustration