Sofia Fong

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TECHNICAL SKILLS

Python, C, C++, C#, Unity, Kotlin, HTML/CSS, SQL, Pytorch, Javascript

EXPERIENCE

Meta, Seattle, WA   **September 2022 - January 2023**
Software Engineer
- Onboarded rapidly while working on improving core engineering products and systems used daily by over billions of users.

Brex, Remote (VC-Backed, 1.21B Capital, 1150 Employees)   **September 2021 - December 2021**
Software Engineer Intern - Communications
- Designed and implemented a new service along with a new interface to send ad-hoc notifications to target users using Kotlin and Retool.
- Created new endpoints in existing API to provide the necessary functionally to support the new service using Elixir and Typescript.

Facebook, Remote   **January 2021 - April 2021**
Software Engineer Intern - Pytorch at Scale
- Redesigned and enhanced the benchmarking suite for the collective communications library Gloo used to train large ML models distributed across thousands of GPUs
- Created a simplified version of Facebook's Ads model using Pytorch to validate the efficiency of Gloo within a simulated environment

University of Waterloo, Waterloo, ON   **June 2020 - August 2020**
Software Developer - Networking and Game Design
- Designed and implemented front-end, back-end, and UI game features using C# and Godot
- Worked effectively as a part of a team of 6 programmers to architect and build a cross platform online megagame that can scale to thousands of users using C#, Godot, and .NET

Wish/ContextLogic, San Francisco, CA (raised 1.1B)   **September 2019 - December 2019**
Software Engineer Intern - Merchant Payments
- Developed and implemented new schema, API endpoints, and front end components to display sales metrics for merchants using MongoDB, Hive, Airflow, Python, and React
- Created a dashboard displaying daily KPIs used to make key business decisions that impact thousands of merchants using Python, Hive, TreasureData, Prometheus, and Grafana
- Worked with a team of developers, project managers, and designers to maintain and enhance the front and back end of the merchant portal

EDUCATION

Bachelor of Computer Science, Honours Co-op   **University of Waterloo**

PROJECTS AND INTERESTS

The Submarine - Designed and developed a point and click escape room game using C# and Unity

UWEnergyHacks Hackathon - Conceptualized an app to encourage sustainable living using Figma

Cooking Club Executive - Worked with a team of 20 executives to coordinate events for students