

Janet Fu

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Education

University of Toronto

Sep. 2022 – May 2026

Honours Bachelor of Science

Toronto, ON

- Double major in **Computer Science and Philosophy** with a focus in **Systems Programming**
- **Relevant coursework:** Microprocessor Systems, Database Design (Relational data model, SQL), Systems Programming (C, Unix), Computer Organization (Microprogramming), Software Design (Java, Version control)
- **Activities:** Webmaster - Computer Science Student Union, UoT Machine Intelligence Student Team

Experience

Software Developer Intern

January 2025 – Present

CIBC

Toronto, ON

- Developed and tested **RESTful APIs** for MyClient account management, contributing to an increased response time in the application, by working with Postman and writing **Java** code using **SpringBoot**.
- Ensured continuity among databases in different testing environments, leading to a large increase in efficiency for the application deployment process by writing queries in **SQL** in the Toad developer tool.
- Continued from above, organized and helped run weekly team meetings to sync up testing environments, documenting information using Jira and Confluence.

Game Design Researcher

May 2024 – Present

University of Toronto

Toronto, ON

- Created educational video games for the forensics department, contributing to an increase in student performance using **Python** and modules such as **Pygame**.
- Applied research methodologies to design, test, and refine gameplay mechanics, gaining valuable experience in research design and data analysis.
- Presented research findings and game design outcomes at the biannual Undergraduate Research Poster Fair, showcasing academic and technical achievements.

Web Developer

September 2023 – May 2024

University of Toronto – Work-Study Program

Toronto, ON

- Developed the Polish departmental website used by the UoT St. George campus with **React** and **Node.js**.
- Designed and implemented a visually appealing UI to enhance the overall user experience with **Tailwind CSS**.

Projects

Letterfly | JS, Flask, PostgreSQL

February 2025

- Developed a letter-writing web application using Flask and JavaScript, powered by a PostgreSQL database.
- Supported text editing functionality using QuillJS and translation between languages using the BeautifulSoup API.
- Designed the UI with React using sprites drawn in Procreate to provide a visually engaging experience.

C Shell Replica | C, BASH

March 2024

- Developed a fully functional interactive shell from scratch, capable of executing essential system programs in C, with support for features such as file redirection, piping, and reading commands from script files.
- Engineered handling of command-line arguments to such programs through C-string parsing, and leveraging file I/O operations and system call families.

SmartSudoku | Java, Git, MongoDB

September 2023

- Designed an intelligent Sudoku algorithm in Java, utilizing Java Swing for the graphical user interface.
- Securely stored in-game data in an online database to enable persistent gameplay using MongoDB.
- Optimized code functionality by writing comprehensive end-to-end tests with JUnit, achieving 97% code coverage.

Technical Skills

Languages: Python, Java, HTML/CSS/JS, C, C#, C++, SQL (PostgreSQL, MySQL), Assembly, PowerShell

Tools: MongoDB, Unity, pytest, React, Ren'Py, Procreate, Java Swing, Linux and Systems Programming