Yue Wu

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Currently looking for a software engineering intern for Summer 2019 (Jun-Sep).

EDUCATION

09/2016 | 06/2020	**University of California, San Diego** *B.S. in Computer Science, Minor in Visual Arts: Computing and Arts* Junior student with senior standing. **(GPA: 3.88/4)**
Courses Taken	Data Structures, Algorithms, Software Engineering, HCI Design, Computer Graphics (WIP), Computer Systems (WIP)

WORK EXPERIENCE

06/2018 | 08/2018	**LMT Technology** *Intern Front End Developer* Worked on the migration of the company's product from Flash to HTML and Javascript. Reduced code length and boosted execution efficiency. Also helped on English localization and the setting up of a uniform code format.

OTHER PROJECTS

Mechsuit VR   *Scripting Programmer*

A 5-person VR club game project featuring HTC Vive and Unity. I implemented the inverse kinematic system for the armor, and helped in the movement propulsion system. Currently I'm working on the health and weapon system, as well as the UI display.

Flashback Music   *Designer & Programmer*

A 5-person team software engineering project with Android. I implemented the main UI and refactored code to conform to various design patterns.

Transracer   *Back End Programmer*

A 4-person HCI design web application. Using Node.js and sqlite, I implemented all database-related functionality and input validation logic.

AWARDS

June 2017	10th place at UCSD WIC Beginner's Programming Competition

SKILLS

Proficient:	C# (Unity & Windows), Java (Android & JavaFX), HTML & CSS, JavaScript (jQuery & Node.js), LaTeX, SQL
Intermediate:	C, C++, Python
Learning:	Javascript(React.js), OpenGL

INTERESTS

I am fascinated by popular art (comics, games as well as rock music) and always wonder how far computers can take me in creating art. This leads me to minor in Visual Arts.