

Yue Wu

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<https://github.com/ALMSIVI>

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

EDUCATION

09/2016 | **University of California, San Diego**
| *B.S. in Computer Science, Minor in Visual Arts: Computing and Arts*
06/2020 | Junior student with senior standing. (GPA: 3.88/4)

WORK EXPERIENCE

06/2018 | **Shanghai LMT Technology**
| *Full Stack Developer Intern*
08/2018 |

- Worked on the migration of the company's product from Flash to HTML and Javascript, and from a custom backend to Spring framework. Reduced code length and boosted execution efficiency.
- Helped on English localization. Met with English-speaking customers and promoted the product to them.
- Helped in setting up of a uniform code format.

OTHER PROJECTS

Bodylogical MR *Unity Designer*

- Working with Prof. Jurgen Schulze from UCSD CS department. Bodylogical MR is an iOS AR application that visualizes and predicts people's health data based on their lifestyles.
- Currently I am designing the components for the app with Blender and Unity. Future work includes user interaction and data visualization in AR space.

Mechsuit VR *Unity Programmer*

- Working in a 5-person team in VR club to create a game featuring HTC Vive (Steam VR) and Unity.
- Implemented the inverse kinematic system for the armor: the mechsuit's arm would match the player's arm movements.
- Implemented the movement propulsion system: user would use physical movement to traverse through the arena.
- Currently I am working on the health (with shield) and weapon (swords and guns) system, as well as the UI display.

Flashback Music *Designer & Programmer*

- Worked in a 5-person team to create an Android application, with Firebase integration. This is a music app that records the time and the location the songs are played so that users could trace their life.
- I implemented the main UI and designed the app framework with Model-View-Controller and various design patterns (Factory, Adapter, Strategy).

Music Manager *Individual Developer*

- Completed a music file tag manager using C# and WPF framework. this Windows application can play music and manage music ID3 tags.

WayAround *Front End Programmer*

- Worked in a 4-person team to create a web application mockup (front end only). The app would not give the fastest route between two points; it allows users to customize their routes so as to enjoy the trip itself.
- After paper prototypes, I implemented the home page, where the user customizes the route. I wrote two versions for A/B testing. I also wrote the review page, where the user rates the route based on their customization.

Transracer *Back End Programmer*

- Worked in a 4-person team to create a web application with both front and back ends (Node.js, sqlite).
- I implemented all the database logic for storing songs and scores. I also helped my Cognitive Science major teammate with translation hints, score calculation and performance data visualization.

AWARDS

06/2017 | 10th place at UCSD WIC Beginner's Programming Competition

SKILLS

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