

CAREER OBJECTIVE

- Full-stack Engineer with entrepreneurial mindset and constant desire to grow, seeking full-time software engineer position in established companies, or founding member of early-stage tech startups.

SUMMARY OF QUALIFICATIONS

- Founding fullstack engineer of early-stage EdTech AI SaaS startup (bootstrapped), built novel interfaces of a video e-learning platform. Helped in fundraising, hiring, customer support to make the project investable during MS degree.
- Previous work experience includes TikTok Ads and The Trade Desk (AdTech).
 - **Programming Languages:** Python, JavaScript/Typescript, Go, C/C++
 - **Frameworks/Libraries:** React/Redux, Vue.js, Django/Flask, Node.js, Docker, Git, FFmpeg, JWT, AWS SDK (Boto3)

PROFESSIONAL EXPERIENCE

Educational Vision Technologies ([EVT.ai](https://www.evt.ai)) – San Jose, CA (Remote, Part-time) Oct. 2022 - Present

Web Fullstack Engineer, Founding Team Member

- Built most parts of EVT’s e-learning platform, which currently serves 9 B2B customers. Recent efforts include:
 - [Eng] Developed Canvas LMS LTI integration for easier user access and better product exposure.
 - [Eng] Contributed to bugfixing, load analysis & optimization, refactoring, devops, and documentation.
 - [Hiring] Launched intern hiring campaign on Handshake, attracted applicants from major universities from Bay Area and SD. Screened resumes and conducted 15 intern tech interviews, resulted in 2 hires (2023 summer)
 - [Customer] Launched email campaign targeting professors & univ dept. chairs, resulted in ongoing pilots. Manually processed lecture recordings before ML pipeline to accustom special vid format. Feedback pending.
 - [Fundraising] Co-presented project ideas to potential investors in a pitch competition, winning \$1.7K prize.

ByteDance – Mountain View, CA

Mar. 2021 - Sep. 2022

Frontend Engineer, TikTok Ads ([tiktok.com/business](https://www.tiktok.com/business)), quit for master’s degree due to H1b non-selection

- Built web frontend features on ad delivery platform (attracting ad revenue from small/medium businesses):
 - Overhauled advertiser payment checkout experience, resulting +5% increase on \$12M (2021) weekly ad revenue.
 - Implemented multiple versions of payment UI to be A/B tested across multiple user segments. Used private NPM packages for ease of implementation and integrated with ByteDance’s internal A/B testing dashboard.
 - Launched new ad delivery objectives on mobile site, which witnessed \$3k/w Ad spending in SEA countries.
- Drafted team’s documentation of major frontend projects, which helped new engineers onboard smoothly.

The Trade Desk – Irvine, CA

Apr. 2020 - Nov. 2020

Software Engineer

- Contributed to sprints to build the next version user interface (UI) of the company’s SaaS demand-side ad platform that serves 800+ global advertising agencies.
- Implement tables/charts that display ad campaign data, based on UX design. Supported full agile development cycle.

Whova – San Diego, CA

Apr. 2019 - Sept. 2019

Software Engineer Intern

- Worked with web team on Whova’s event management platform used by organizers of 2,500+ events annually.
- Implemented front-end features in two versions for A/B testing and back-end biz logic in Django and MySQL.
- Revamped an internal email auto-sending service that distributes email campaigns to 2,200 addresses daily
 - Utilized bot sender on multiple machines for further automation & bypassing Gmail’s anti-bot policy.

EDUCATION

Bronco Ventures Accelerator Prep School, BVA 5; Mar 2023 – Oct 2023, Santa Clara University

Master of Science (MS), Computer Science; expected Mar. 2024, Santa Clara University (San Jose, CA), GPA 3.85

- Coursework: Software Product Management: From Product to Company, Machine Learning
- Project CPPServer: <https://github.com/CharryWu/cppserver>

Bachelor of Science (BS), Computer Science; earned Mar. 2020, University of California, San Diego, GPA: 3.5