

## **CAREER OBJECTIVE**

- Software Engineer with entrepreneurial mindset and constant desire to grow, seeking full-time software engineer position with earliest start date in April 2024.

## **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 (US) and The Trade Desk in AdTech sector.
  - **Programming Languages:** Python, Go, JavaScript/Typescript, C/C++
  - **Frameworks/Libraries:** React/Redux, Vue.js, Django/Flask, Node.js, Redis, Docker, Git, FFmpeg, RabbitMQ

## **PROFESSIONAL EXPERIENCE**

ByteDance US – Mountain View, CA

Mar. 2021 - Sep. 2022

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

- Built new 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.

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.

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

- Face Recognition on Distributed Queue: [https://github.com/CharryWu/COEN317\\_Alpacal](https://github.com/CharryWu/COEN317_Alpacal)
- CPP Server: <https://github.com/CharryWu/cppserver>

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