Joshua Wu

Software Developer

Personal Info

Location
SF Bay Area

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510-861-5358

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Skills

Java expertise

Python proficiency

C# experience

HTML, CSS, and Javascript skills

Photoshop, Unity, and Unreal Editor knowledge

Personal Projects

Programmed a fully functional dungeon exploring game with graphics from scratch in the span of one week as a final project for a UC Berkeley Java course. Commended by classmates and won best game award.

Developed multiple games through Unity and C# code, including a completed infinite runner game. The game randomly generates obstacles for the player to avoid, as well as coins and bombs that affect the player's score.

Completed development of a perfectly operative Python graphing calculator over the course of one month. The calculator includes a user interface with buttons for all key functions so inputs are intuitive.

Fully functional Pokémon Showdown AI written in Python that can make smart decisions to win the game (currently working on). Implemented "expectiminimax" algorithm and used Selenium webdriver to gather data from past games and play online in under three weeks.

Motivated software engineer seeks employment as part of a dynamic software development team. Adept in Java, Python, and other languages.

Education and Training

2019-08 - 2023-05

University of California Berkeley

- Bachelor of Arts — Computer Science
- The Structure and Interpretation of Computer Programs
- Designing Information Devices and Systems

2015-08 - 2019-05

Dougherty Valley High School

- 4.0 unweighted GPA
- Coursework in Computer Science, Multivariable Calculus, Graphic Arts, and Physics
- Completed Java Course at ATDP in UC Berkeley
- Attended Summer Computer Science Institute at Carleton College

Work Experience

2019-02 - present

Tech Intern

EUV Tech

- EUV Tech makes machines that carve silicon chips out of photomasks by reflecting light
- Used Python to analyze data from reflectivity curves across a range of wavelengths to determine if machine results were consistent
- Created program with functional GUI that finds raw data files in given directory, smooths and fits with user specified method to reduce noise and find the maximum reflectivity, outputs graphs and numerical summaries in data folders
- Created dashboard program with functional GUI that finds all summary output files under given directory and within user specified constraints, displays all the data, and creates graphs for each statistic
- Integrated Python work into Labview program

2018-08 - 2019-01

Teacher's Assistant

Python Class

- Taught Python coding to aspiring elementary and middle school programmers
- Fixed bugs in code and further clarified concepts the teacher went over
- Students came in without any programming experience, could program a simple game on their own by the end of the course

2018-01 - 2018-08

Tech Intern

Knodemy

- Prepared lesson slides to instruct younger students
- Taught alone or in a team, helped keep students attentive and under control
- Taught programming classes in Scratch, HTML, and game design
- Worked on a back end VR game design project to create own class

Awards and Honors

2019-07	National AP Scholar Award
2018-09	National Merit Commended Scholar
2018-07	AP Computer Science Perfect Score
2018-03	USACO Gold