

EDMOND WU

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EDUCATION

Rutgers University, School of Arts and Sciences Honors

September 2013 - May 2017

Bachelor of Science in Computer Science

GPA: 3.774/4.0 (Magna Cum Laude)

Awards: Trustee's Scholarship, Dean's List, Best IBM Bluemix Hack at HackNY Spring 2015

WORK EXPERIENCE

Harris Corporation

June 2017 - Present

Software Engineer

Clifton, NJ

- Worked under the Space & Intelligence Systems segment on the GPS OCX (Operational Control System) project, particularly on the navigation configuration item software portion (NAV) of the project.
- Verified Java components via automated unit tests and updated components to reflect changing data fields and classes.

Harris Corporation

May 2016 - July 2016

Software Engineering Intern

Herndon, VA

- Helped develop a full-stack web application for the Harris Business Excellence program that tracks project productivity, letting project managers to submit logs and generate PDF reports.
- Primarily contributed to front-end design, using AngularJS and Foundation CSS frameworks and ensuring smooth integration with NodeJS/Express back-end REST services.

Rutgers University

January 2015 - May 2017

Part-time Lecturer/Teaching Assistant

Piscataway, NJ

- Taught students in course recitations of up to 25 students per section the basics of computer applications for business.
- Concepts taught include HTML/CSS, Javascript, and Microsoft Excel.

Dong Hwa University

June 2015 - August 2015

Computer Science & Information Engineering Intern

Hualien, Taiwan

- Performed research with department faculty on the Unity3D game engine and developed several games with it using self-written C# scripts.
- Created games were presented at a research conference and saved to serve as a basis for the development of future games.
- Taught conversational English skills to department members, enabling them to hold basic conversations without assistance.

PROJECTS ([HTTPS://GITHUB.COM/EDMOND-WU](https://github.com/edmond-wu))

Socket Chat

- Web chat application developed with AngularJS and socket.IO. Users log in to the application with a username, and can set their chat messages to appear in a selection of colors to differentiate their own messages from other users.
- Utilizes basic functionalities of socket.IO to transmit messages between users and register color selections server-side.

Unity Tower Defense

- Web-based, tower defense game application created with the Unity3D game engine and C# scripts, where users can click on terrain squares to spawn towers on them to defend an objective.
- Presented at the 2015 Taiwan Tech Trek research conference during the internship at Dong Hwa University.

SKILLS

Languages:

Proficient in Java, HTML/ CSS, JavaScript; familiar with Python, C, C# (Unity scripts)

Frameworks/Libraries:

AngularJS, jQuery, Bootstrap, Materialize, Foundation, exposure to Rails and NodeJS

Systems/Software:

Ubuntu, Redhat Enterprise, Unity3D engine, Git, JetBrains IDE's, Eclipse, NPM/Bower

EXTRACURRICULARS

Tzu-Chi Collegiate Association: Rutgers University Chapter

September 2014 - May 2017

Webmaster, Vice-President, President

- Cultural, charitable organization with a main focus on community service and promoting environmental awareness.
- Managed organization website, planned chapter events and directed its executive board.