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, Magna Cum Laude

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 navigational software portion (NAV) of the project.
· Developed and worked on portions of the Java part of the NAV project, from writing/fixing unit tests to updating configuration items.

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)

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# (Unity3D scripts)
Frameworks/Libraries:	angularJS, jQuery, Bootstrap, Materialize CSS, Apache Ant, exposure to NodeJS
Systems/Software:	Ubuntu, Redhat Enterprise, Unity3D engine, Git, Subversion

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.