

# EDMOND WU

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## EDUCATION

**Rutgers University, School of Arts and Sciences Honors**  
*Bachelor of Science in Computer Science, Magna Cum Laude*

September 2013 - May 2017

## WORK EXPERIENCE

**Harris Corporation**  
*Software Engineer*

June 2017 - Present  
*Clifton, NJ*

- Worked under the Space & Intelligence Systems segment on the GPS OCX (Operational Control System) project, specifically on the Navigation (NAV) software portion.
- Developed and worked on portions of the Java part of NAV. Tasks include coding new units of work, writing/fixing unit tests, and updating existing configuration items.
- Designed code outlines, class and sequence diagrams for new/upcoming units of work for NAV, including performance displays and enterprise service updates.
- Helped shift NAV from its 1.6 iteration to its 1.7 iteration by updating the codebase's schema and service references to ensure build success.

**Harris Corporation**  
*Software Engineering Intern*

May 2016 - July 2016  
*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**  
*Part-time Lecturer/Teaching Assistant*

January 2015 - May 2017  
*Piscataway, NJ*

- Taught students in course recitations of up to 25 students per section how to design webpages in HTML/CSS and write JavaScript programs. Presented lessons in HTML/CSS, JavaScript, and Microsoft Excel.
- Hosted computer lab and office hours for extra help, graded assessments, and helped proctor exams.
- Scored ratings well above the average for TA's in the Rutgers computer science department.

**Dong Hwa University**  
*Computer Science & Information Engineering Intern*

June 2015 - August 2015  
*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 (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 store 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.

### Rutgerstc.github.io

- Single-page, web application designed for the Tzu-Ching organization's chapter at Rutgers University.
- Framework designed using angularJS front-end. Styled with Materialize CSS and features mobile compatibility.

## SKILLS

<b>Languages:</b>	Proficient in Java, HTML/ CSS, JavaScript; familiar with Python, C, C# (Unity3D scripts)
<b>Frameworks/Libraries:</b>	angularJS, jQuery, Bootstrap, Materialize CSS, Apache Ant, exposure to NodeJS
<b>Systems/Software:</b>	Ubuntu, Redhat Enterprise, Unity3D engine, Git, Subversion, Atlassian Jira